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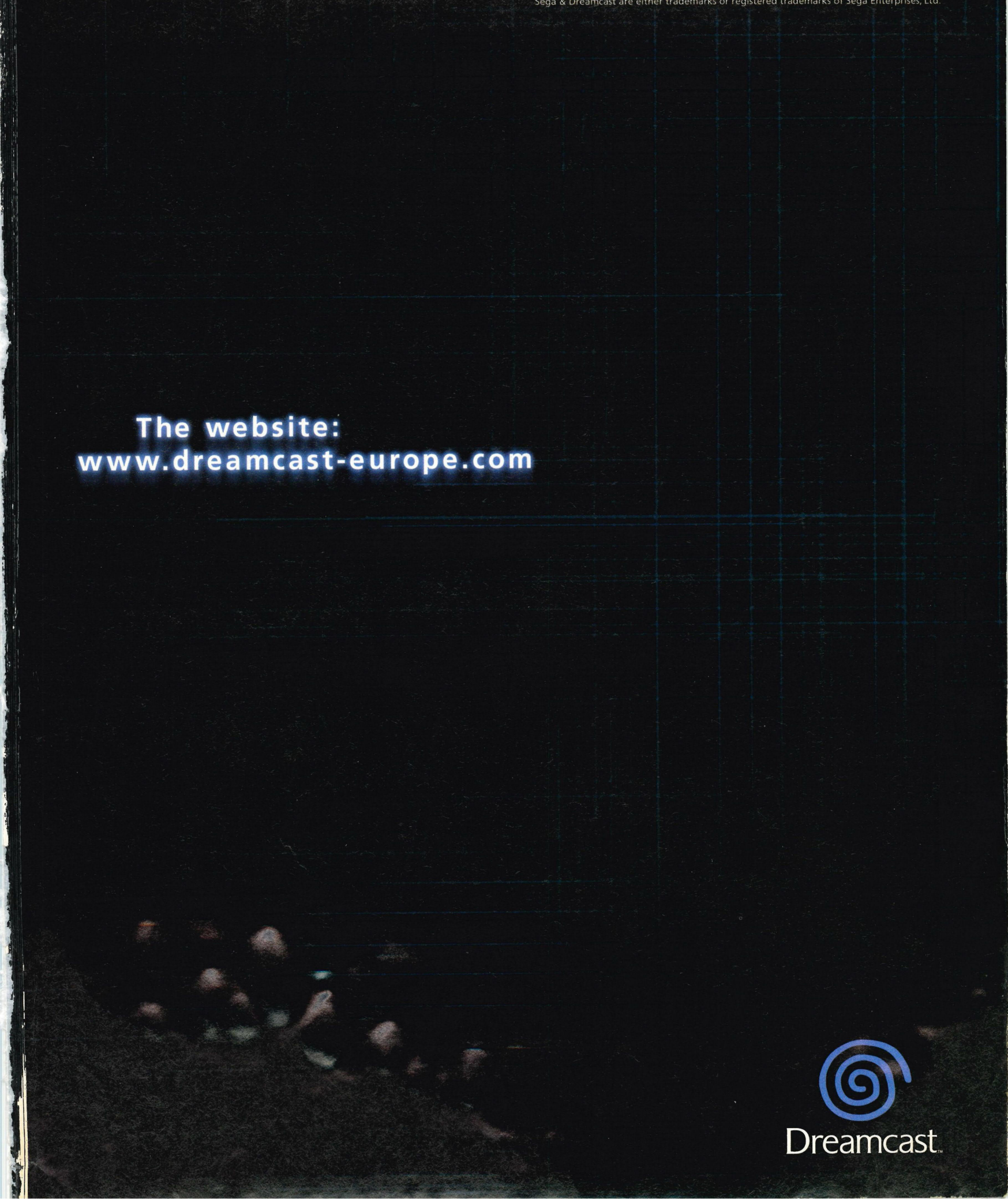

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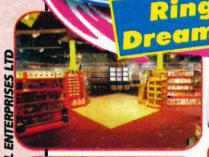

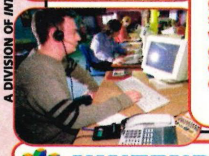

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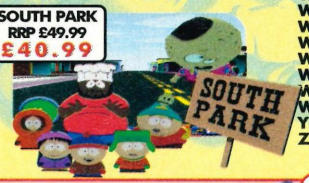

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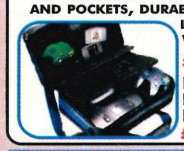

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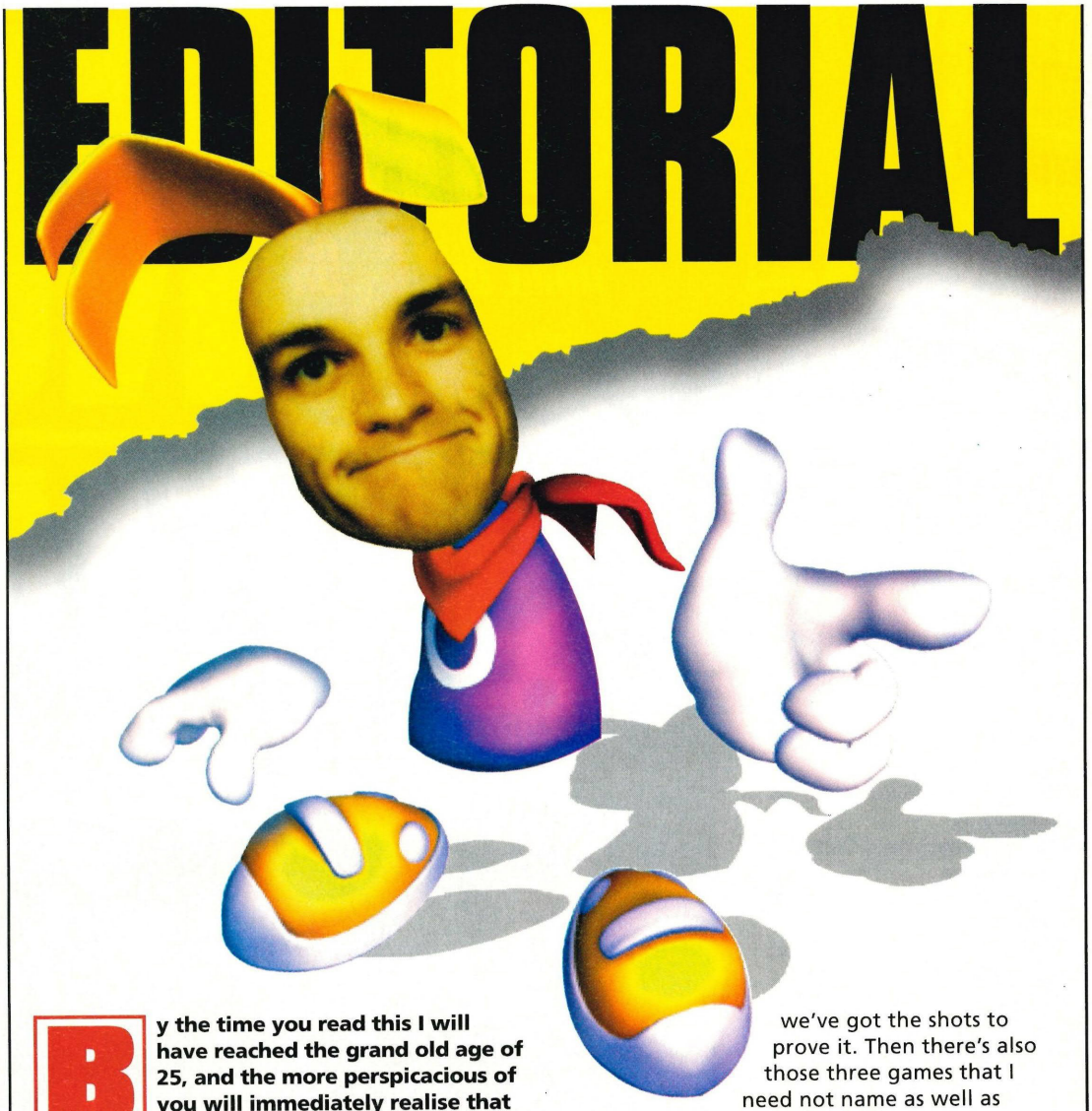
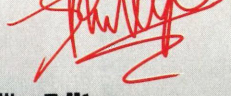


By the time you read this I will have reached the grand old age of 25, and the more perspicacious of you will immediately realise that this means that I have been on this 'ere planet a quarter of a century. Such is my age and decrepitude that just as elephants who grow too old to enjoy their nomadic existence wander off to die, I too have to make way for the young and healthy, the fit and the strong. Well, sort of... (Actually, if pushed, I'd have to say that I am making way for... for... well, other people).

Anyway, where was I? Oh yes, the mag. Well, aside from my imminent departure, it has been a rum old month of the good, the very good and the downright appalling. What threatened to be yet another frustratingly dull four weeks for N64 gaming was saved by the likes of the awe-inspiring *Shadow Man* and a whole brace of titles that, whilst being good, just fell short of brilliance. It is now clear that the coming months are going to be the best ever for the N64, and Nintendophiles will have much to rejoice about. Obviously, the most important announcement is that the sequel to *Zelda* is on its way, on cartridge, to an N64 near you, and we've got the shots to prove it. Then there's also those three games that I need not name as well as *Ridge Racer 64*, *Rayman 2* and a fully fledged sequel to *Turok 2*. You'll find all the gen on these titles and much more in Total N64 – it just keeps on getting better!

Oh well, that'll be that then. Jon's rubbing his hands together with glee, and I have to skulk off to the darkest part of the galaxy. Before I go, I would like to thank the guys – Jon, Lee and Coxy (especially Coxy for his hard work during the re-design) – and also welcome Neil Davey to the Total N64 team.

Enjoy this issue (sniff). Thanks for reading, and take it easy on the stairs.



Simon Phillips Editor

PS Has anyone got sticker number 71 from the Star Wars: Episode 1 sticker book? I've got loads of swaps!!!! Maybe I'm not getting too old after all...

TOTAL N64

FEATURING GAME BOY COLOR

ISSUE 31

SEPTEMBER 1999

CONTENTS

Insight 14

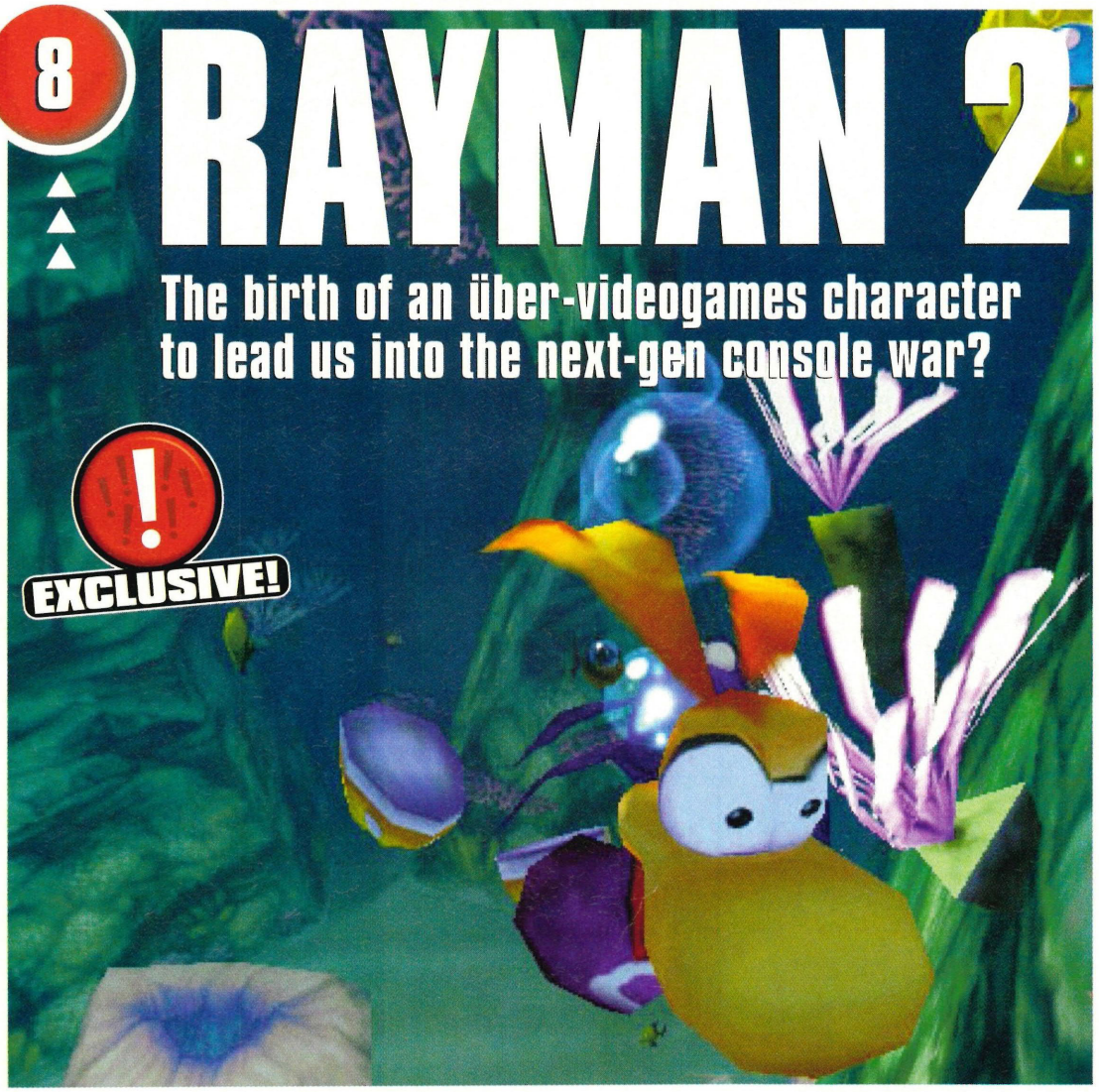
Ridge Racer 64	14
Zelda: Gaiden	15
Turok 3	15
Monster Truck Madness	16
Papaerboy 64	16
Nintendo Space World 1999	16
Hybrid Heaven	17
Asteroids 64	17
Battlezone 64	17
Roadsters Trophy	18
Gex 3	18
Lego Racers	19
Jet Force Gemini	21
World Driver Championship	21
Donkey Kong 64	22

Reviews 28

Shadow Man	30
WWF Attitude	34
Tonic Trouble	38
Pokémon Snap	40
Mario Golf	42
Command & Conquer	44
The New Tetris	46
Rugrats: Scavenger Hunt	48
Superman 64	50
In-Fisherman Bass Hunter 64	52

Regulars

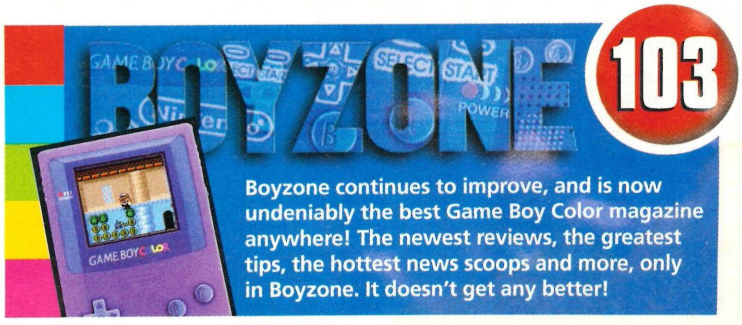
Insight	14
Critical Mass	28
Subs and Back Issues	54
Interaction	57
The Burning Issue	58
Write On!	61
The Tips Index	62
High Scores	88
Total Recall	92
Next Month	102
Boyzone	103
The Picture House	114



8 RAYMAN 2

The birth of an über-videogames character to lead us into the next-gen console war?

EXCLUSIVE!



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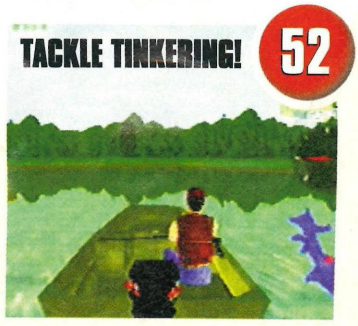
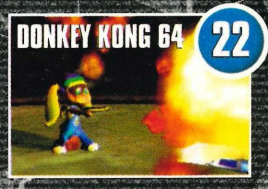


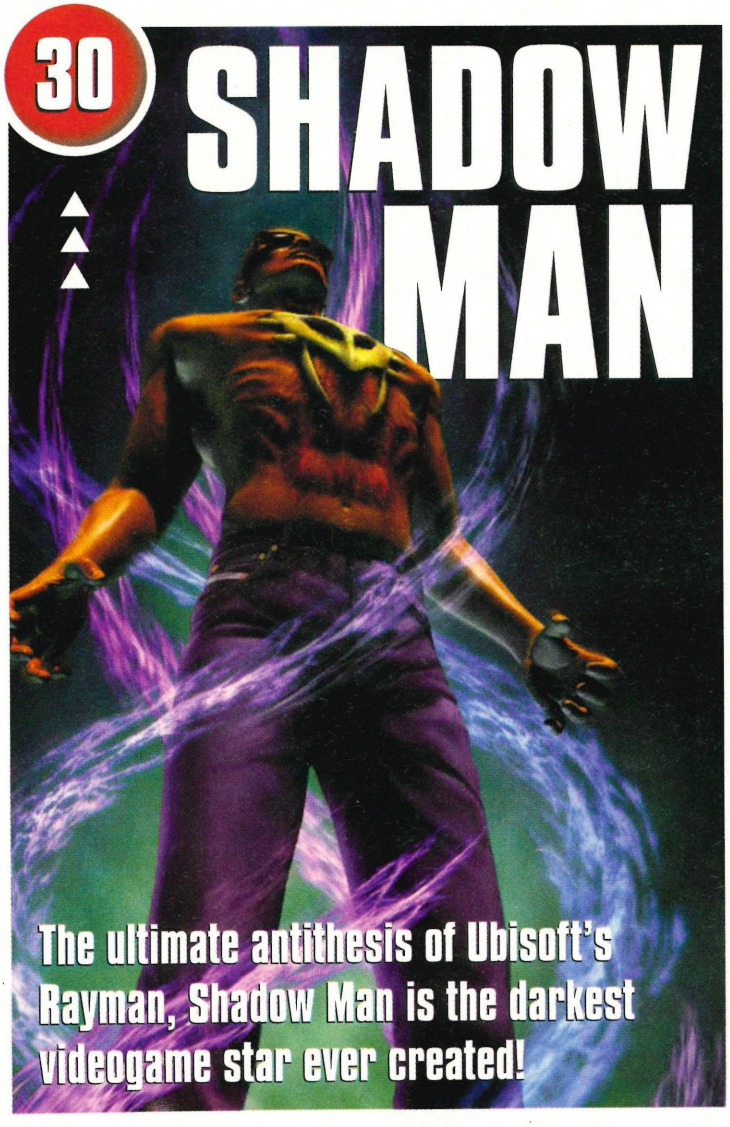
TACKLE TINKERING! 52

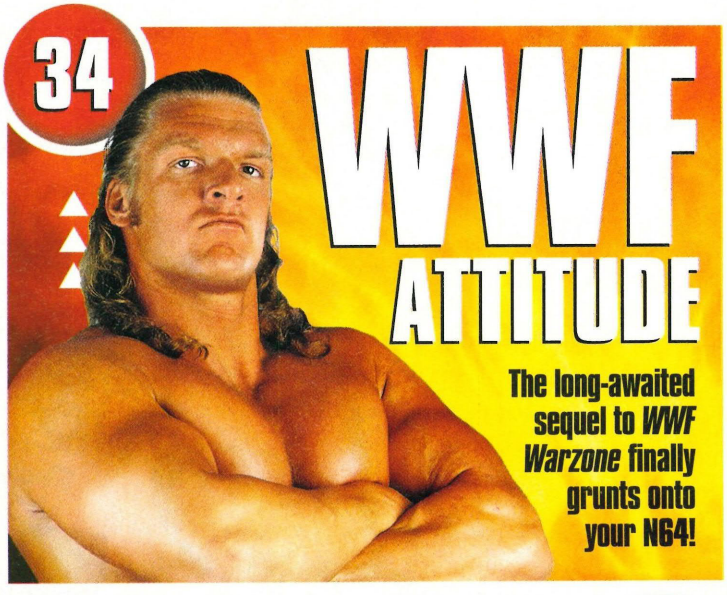
INSIGHT

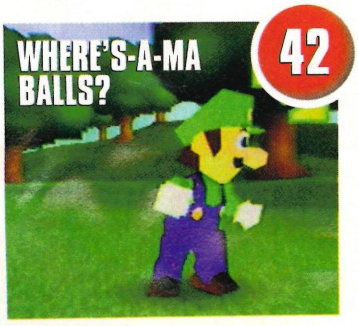
We've got the world's first screenshots of **Zelda 2!** Also, hot news on Rare's **Jet Force Gemini** and **Donkey Kong 64!**

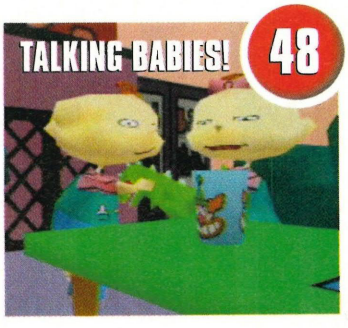


CONTENTS









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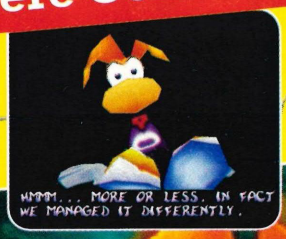
a star

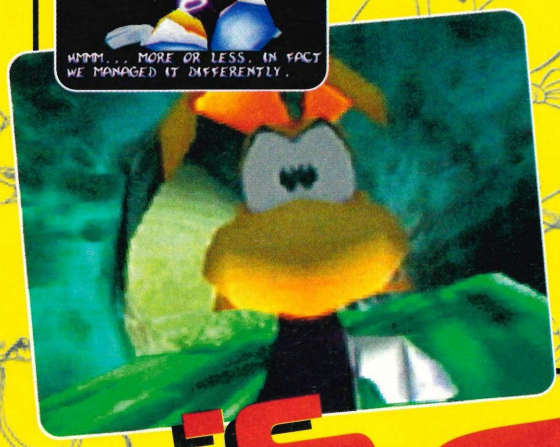
Mario and Banjo look out -

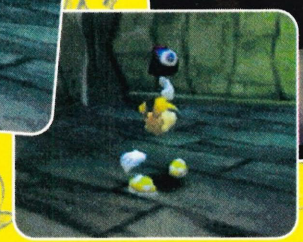
It's not often that a new videogame hero comes along to seriously challenge the old guard of Mario, Sonic and chums, and so we await the coming of Ubisoft's Rayman 2 with high expectations.

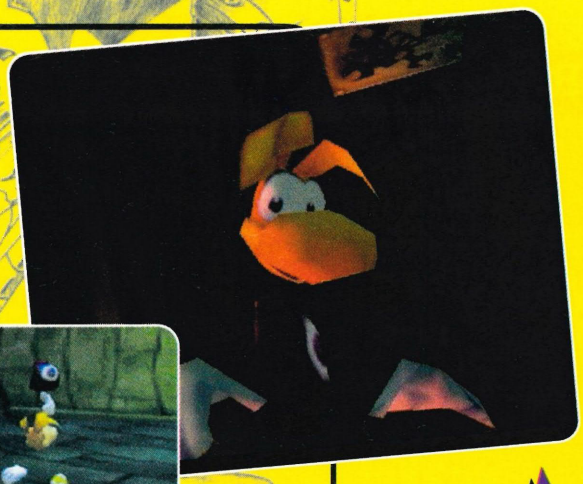
Here Comes The Hero!



Rayman is not really the most heroic looking guy, but he's the only one who can stop the pirates. We predict that in the next few years he'll become one of the most recognisable games characters in the world!

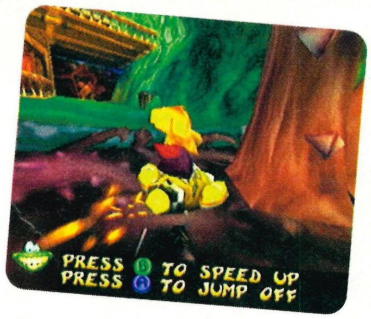


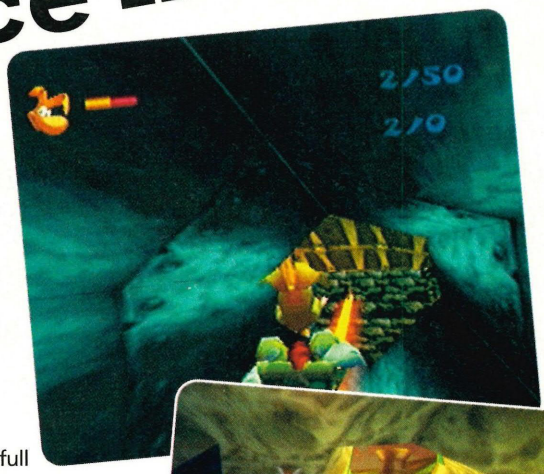


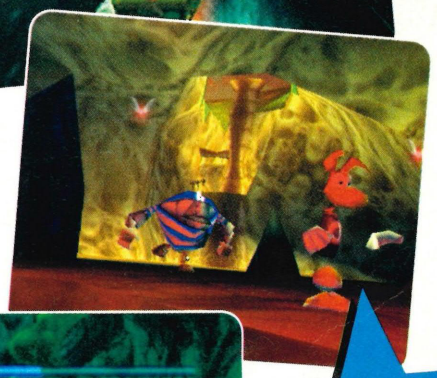


When you leave Rayman alone for a while, he detaches his body and starts playing basketball with it!

It's born there's a new face in town!







Until a couple of months ago, we all thought the game would simply be another slightly odd French platformer. Well, remember how the world definitely did not end on July 4th? Nostradamus was wrong, but we were even wronger...

Rayman is, by anyone's standards, quite an odd-looking chap. Rabbit-like ears frame big, innocent-looking eyes and a nose that looks like a mutant marrow... an **orange** mutant marrow. All of this is perched, *sans neck* we might add, on a chubby purple body. Rayman has no arms or legs, yet has complete control over his white gloved hands and shiny yellow trainers which hang in mid-air as if by magic.

We don't know what he is, and we don't know where he came from, but what we are sure of is that... well, we like him.

We like him because he's not as annoyingly chirpy as Mario, or trying too hard to be cool, like Sonic. We like him because he isn't particularly cute, like Yoshi, and we like him because his next adventure, *Rayman 2: The Great Escape*, is a truly sublime videogame, full of completely off-the-wall humour, insane characters, gorgeous worlds and (gasp!) innovation – the kind of innovation we only ever expect to see from Nintendo, or possibly Rare.

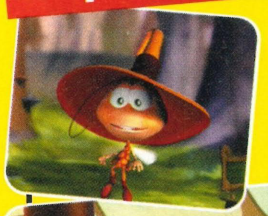
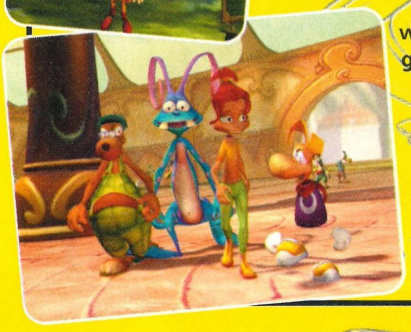
Nasty, evil cyborg pirate types have invaded Rayman's home world and kidnapped all of the inhabitants, forcing them into a life of slavery and generally not being polite. Rayman managed to avoid capture and now faces the daunting task of finding the four magical masks that will enable him to gain new powers and see off the threat once and for all. Indeed, the storyline is something that has been treated with utmost importance, with many seamless cut-scenes dividing the riotous

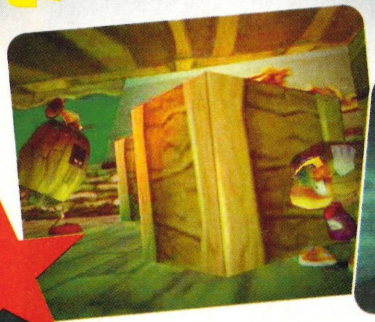
Rayman - Ray Tube

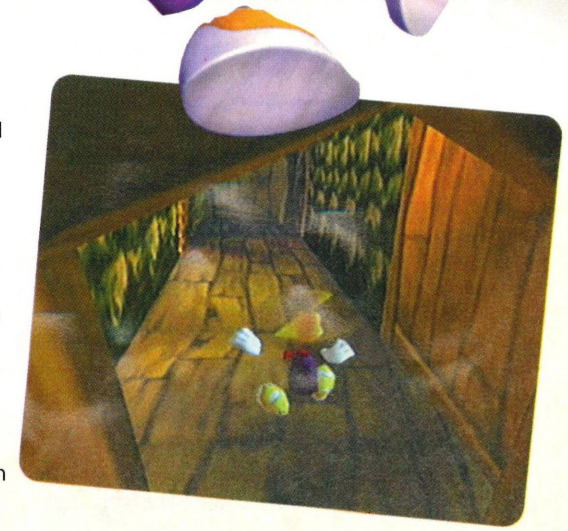
Rayman is the latest in the list of videogame characters to star in a TV show of his own. There are thirteen episodes in production now that will be ready to be aired around the world some time in 2000.

The show, completely generated in 3D computer graphics (along the lines of, say, *Reboot* or *Beast Wars*), follows the amiable Rayman and his buddies on their adventures in the huge city of Aeropolis.

The show has a team of experienced computer animators working on it, and it even has funding from the Quebec government, so it should be something to look forward to!





action, scenes that were actually animated on real cartoon film!

Any game's graphical prowess is usually indicative of the love that has been languished upon it in all areas of development, in which case *Rayman 2* must feel absolutely smothered. Every month we say that one new game or another has 'the best graphics on the N64', but this is merely a sign of how fast the system is evolving. Until we started seeing much of Rayman, we thought *Shadow Man* held that title, but now it belongs to *Rayman 2.*

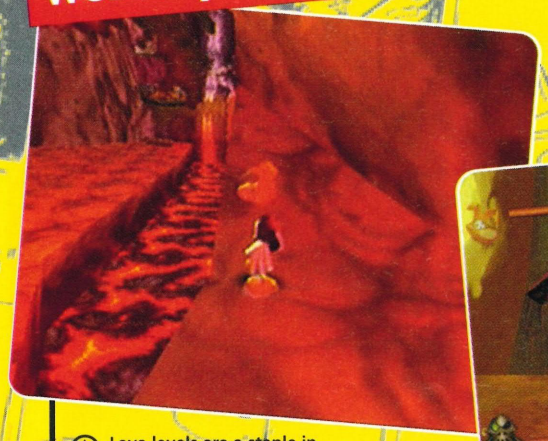
For all intents and purposes, it looks no different to the PC or Dreamcast versions, displaying crisp, detailed textures at the kinds of distances that the N64 really has no right to handle. The animation is fluid and cartoon-like, the special effects are wonderful, and the design of Rayman's world is by turns odd, original and awe inspiring. If Rare can better this with *Donkey Kong 64*, we'll eat our pants.

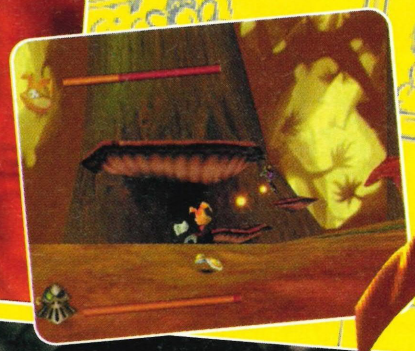
Rayman himself is wonderful to control; the game draws you in immediately because it simply feels so good. His many abilities are easily and naturally accessed, and the camera rarely has any of the problems that all designers of 3D games still succumb to.

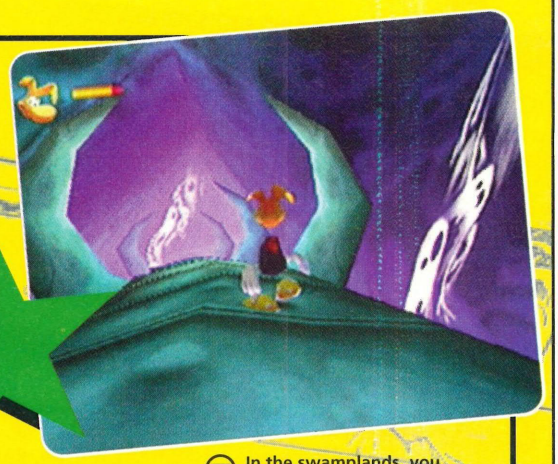
Playing the game is also great because there is so many different things to do and because the action rarely lets up. There are so many fantastic levels that we can't even try to mention them all here. What? Oh, okay then...

Worldly Wonders

Rayman's game world is a huge and varied one, including over thirty levels of roller coaster action-packed thrills. It's also gorgeous to look at, although if you stop to look for too long you may find yourself on the end of a robot pirate's rusty sword!

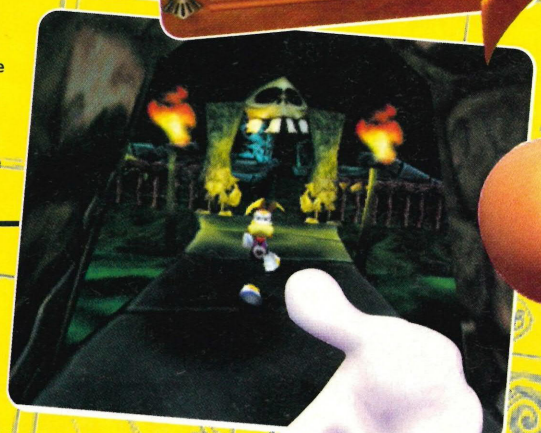




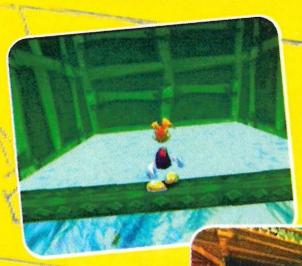


▲ Lava levels are a staple in any adventure game, but rarely have they been as gorgeous looking as those in *Rayman 2*.

▶ Ancient architecture fills many of the levels, and Rayman must beware the spirits of the dead when he is exploring them!

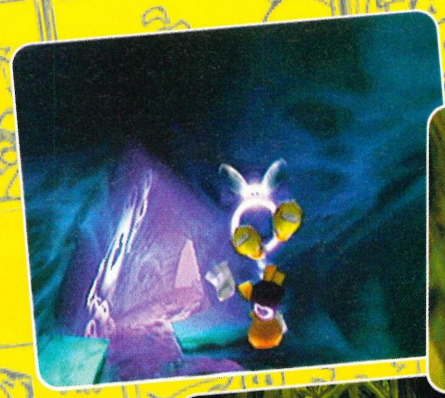


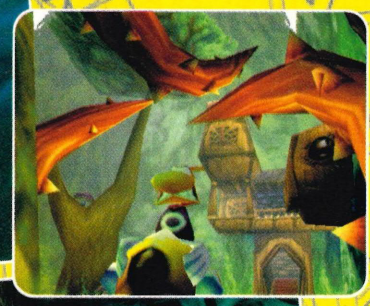
▼ In the swamplands, you should probably avoid going too near the piranhas, as they are as big as the average baby elephant...



Irate Pirates

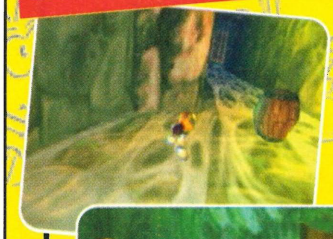
The pirates that have kidnapped Rayman's buddies are quite a nasty bunch, and they'll stop at nothing to get up to all kinds of nastiness. Unfortunately, in order to finish his quest, Rayman is going to have to go right into Pirate Central.

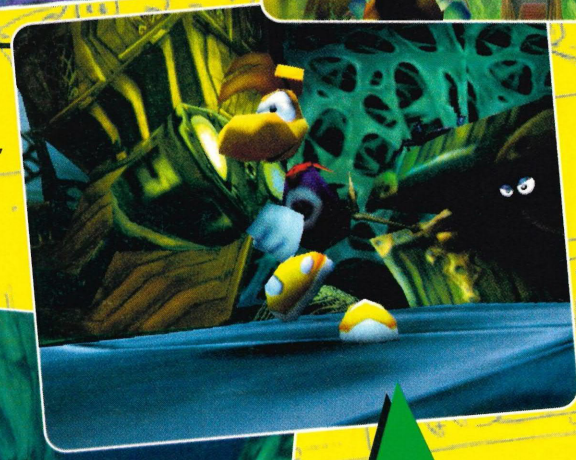




Action (Ray)Man

Like Ricky Martin, Rayman has the moves. He is a highly versatile character who can run, jump, climb, splay himself between two parallel walls and haul himself up the middle, lift objects, swing from the ceiling, water-ski, slide, use his ears as a helicopter and use his detachable flying fists in a number of ways. He's going to need to learn all this and more if he's to rid the world of those dastardly pirates...





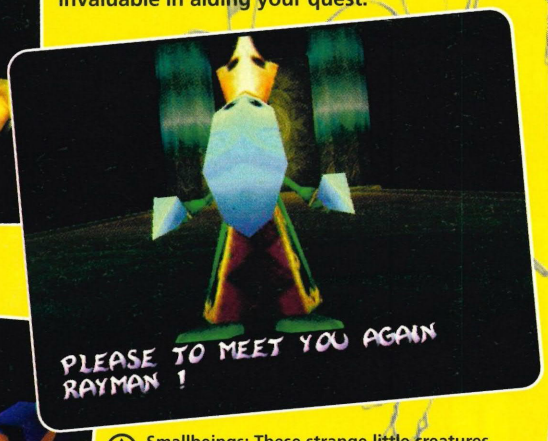
2D Or Not 2D

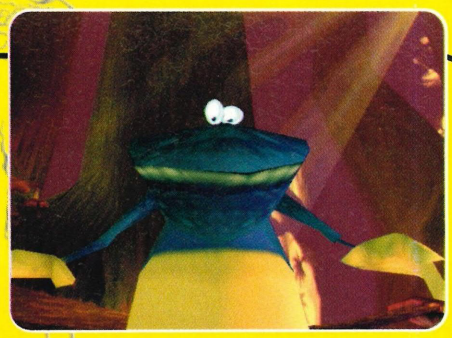
Since the "2" in *Rayman 2* denotes a sequel, he must have appeared somewhere before, right? That somewhere was the PlayStation, where Rayman rejuvenated the 2D platform genre with the best example since Rare's *Donkey Kong Country* series. It may not have broken sales records, but Rayman attained, and still has, a large cult following thanks to his original adventure.

The original game's rock-hard gameplay is near legendary!

Bizarre Buddies

Rayman's world is full of some of the strangest characters this side of Neighbours. Many of them need your help, but some are also invaluable in aiding your quest.

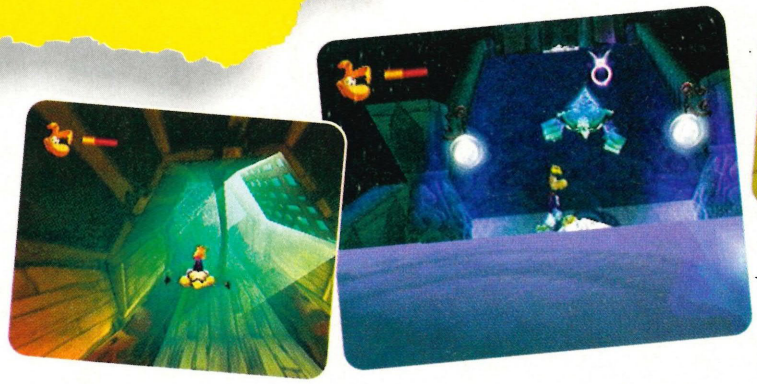




Globox: A fat frog-type thing who has been captured by the pirates. Rayman has promised Globox's kids that he will save their daddy! Apparently, Globox can summon the rain!

Smallbeings: These strange little creatures can often be found in groups of four, arguing over who is the king! They love dancing and practical jokes, but there is a serious side to them – Rayman needs to free them from the cages where they are imprisoned...

Ly: Ly is fiery, clever, quick and agile. Her feline charms have not gone unnoticed by Rayman, who has something of a soft spot for her!



Between the platform levels you can try your hand at water ski-ing, flying a craft through a space station reminiscent of the Death Star trench run (only reminiscent, George – calm down), or surfing down rivers of lava on huge berries. What about riding on a roller coaster at breakneck pace, twisting to avoid branches, iron walls and lava lakes, or attempting to leap aboard a rocket with legs for a mad rodeo session?

Of course, we mustn't forget racing through a giant spider's web with the spider hot on your tail, or sliding down an icy shoot, trying to escape a hideous beast with the action viewed from between his dripping jaws.

Our favourite bits so far, however, are a stunning scramble to the top of a tower, as it sinks, while a pirate ship peppers the air with cannon balls (which reminds us of the Hewson classic *Nebulus*), a frantic race through the forest against Ray's love interest Ly, and a certain level involving a barrel of gunpowder – if you thought the ability to set sticks on fire in *Zelda* was great, you'll love this: hoisting the barrel over his shoulder, it's possible for Rayman to back onto a flame, then hold on tight... and, hey presto, a ready-made rocket transport!

It is blindingly obvious to Total N64 that Rayman himself is here to stay, and Ubisoft as games developers have been elevated to the next level. Everything is in place to make *Rayman 2: The Great Escape* a serious contender for the best game of 1999. And with the likes of *Shadow Man* around, and a trio of titles from Rare on the way, that is something that is not to be taken lightly.

INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

FIRST LOOK | PUBLISHER: NINTENDO/THE | DEVELOPER: NST

PEAK PERFORMANCE!

RIDGE RACER 64

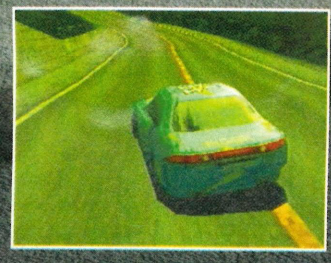
Out of the dark comes forth new shots of the racing game that all self-respecting N64 owners are going to want to get their hands on. Despite being conspicuous by its absence at E3 earlier this year, it seems that *Ridge Racer 64* is coming on gazelle-like. As these shots show, graphically *RR64* is showing all the signs of being visually superior to its PlayStation counterparts. However, it seems that the N64 version will bear more of a resemblance to earlier incarnations of the esteemed racer, which will no doubt frustrate those of us who were hoping for an N64 version of *Ridge Racer 4*.

1st LOOK

However, given that the game will support four-player racing and feature pretty much every track from the *Ridge Racer* series, at least we can rest safe in the knowledge that the N64 game will be the most comprehensive version to ever grace a home console.

Information, screenshots and, better still, code is a little scant on the ground at the moment, but rest assured we'll be bringing you all the news as and when it filters through.

RR64 is showing all the signs of being superior to it's PlayStation counterparts.



From video footage we've seen, the game seems to maintain a high update with loads of action going on!

64 BITS

DINO ATTACKS

With *Turok: Rage Wars* – the arena, deathmatch-style gorefeast – skulking in the some distant corner, *Turok* fans have at least been given some news that should warm the very cockles of first-person shooter lovers everywhere. *Turok 3*, a proper sequel to the unbelievably successful sequel, is coming to the N64. Though Acclaim remain tight-lipped about details of the title, you can expect more weapons, more gore, less fog and an even better, tighter four-player mode. There's no release date as yet, but you can bet that you won't be able to play it until next year. The exact launch date will, no doubt, depend upon the release of the NGNS.

CAT ATTACK!

Tom and Jerry are about to make an appearance on the N64! New Kid Co. are planning a series of interactive Tom and Jerry titles for the N64. Unfortunately, the 'Edutainment' titles will be aimed at little people. However, we reckon a Tom and Jerry game would go down a treat on the N64, and whilst we would never complain about titles that help to educate little people, we want fun, and Tom and Jerry could form the basis of an excellent game!

RELEASE DECEMBER 1999 DATE

STOP PRESS! | PUBLISHER: NINTENDO | DEVELOPER: NINTENDO

THE GAIDEN OF EDEN

ZELDA: GAIDEN

Look what we got our hands on just before deadline! These are the first screenshots in the world of the quasi follow-up to *The Ocarina Of Time,* currently known as *Zelda: Gaiden.* Whether this will come on a link (chuckle) on cartridge which slots into the original is not yet clear, but the game features many new areas to explore and some significant gameplay enhancements. Nintendo are unexpectedly not very forthcoming as far as info is concerned, but you'll hear it from us first when it materialises.

RELEASE TBA 2000 DATE

64 BITS

NGNS HIDES IN THE SHADOWS?

Acclaim have announced that they intend to release software for Nintendo's next-generation console sometime in August or September of 2001. This raises questions as to the likelihood of the NGNS arriving on the scheduled Christmas 2000 release date. Were it any other developer, we'd hardly bat an eyelid. However, Acclaim is certainly one of the most important of Nintendo's developers, and we'd bet highly that *Shadow Man*, *Turok* or even *Extreme-G* will be a launch title for the machine. So does this mean that the NGNS is not going to arrive on time? It seems more and more likely by the day...

SPACE 1999

Nintendo are gearing up for Space World '99 with a glut of stellar sequels up their trousers. Apparently, Nintendo will be displaying more than 40 games at the show, including several 64DD titles and a sequel to *Mario Party*, then there's *Donkey Kong 64*, *Perfect Dark*, *Jet Force Gemini*, but most excitingly of all, *Zelda-Gaiden*. Obviously, the commitment that Nintendo are showing to the Japanese market is admirable given the relative failure of the N64 in Japan. However – and more importantly – the *Zelda* sequel is coming! Which is great news. Let's just hope that it doesn't remain a 64DD only title... They wouldn't, would they? We'll bring you the first shots of *Zelda-Gaiden* and all the info next issue!

PREVIEW | PUBLISHER: TAKE 2 | DEVELOPER: EDGE OF REALITY

MONSTER, MONSTER!

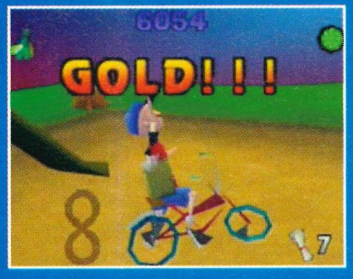
MONSTER TRUCK MADNESS

The not so low-down and dirty racer (that isn't just a racer) is revving its big, fat chubby engine. We've been playing the near-finished cart and can confirm that *Monster Truck Madness 64* is looking set to become everyone's favourite monster truck game on the N64.

Fortunately, the developers have been at pains to create not only the most gorgeous-looking racer on the N64, but also one of the most fun racers to date. With a wealth of multiplayer options such as four-player Monster Truck football and ice hockey, as well as your standard racing games, it all adds up to an amazing amount of fun. We'll be bringing you the ultimate review next issue.

RELEASE DATE: SEPTEMBER 1999

PREVIEW | PUBLISHER: MIDWAY | DEVELOPER: HIGH VOLTAGE



DELIVERANCE!

PAPERBOY 64

RELEASE DATE: TBA

We're not sure about the relative merits of updating classic arcade games onto the N64 – think *Robotron 64* and a cold shiver will head towards your coccyx. However, Midway are full steam ahead with their plans to update those 80s classics that swallowed all of your ten pence pieces at an alarming rate. Along with the stunning-looking *Gauntlet Legends*, you'll also be able to play *Paperboy 64*. Possibly one of the most unlikely settings for a game (and potentially one of the least exciting), you get the chance to deliver newspapers!

Being arcade-land, it's obviously a lot more exciting than that, and *Paperboy 64* throws more perils and dangers your way. What paper round do you know that involves avoiding wild bears and rabid racoons? With obstacles of this nature, you'd expect the poor paperboys (or girls) to be paid danger money!

Those familiar with the original will feel very much at home. Of course, there's all-new levels specifically created for the N64, but overall *Paperboy 64*, as you would expect, covers familiar ground.

Aimed at younger players (or those old enough to know better), *Paperboy* should prove to be something of a hit when it finally gets a UK release.

64 BITS

COMET CAPERS

Crave Entertainment are all set to bring a 64-bit update of the classic arcade shoot 'em-up *Asteroids* to an N64 near you soon. Taking the simple gameplay of the original and throwing a load of new features and graphical enhancements into the mix, *Asteroids 64* could be one of the surprise hits of the year!

IN THE ZONE

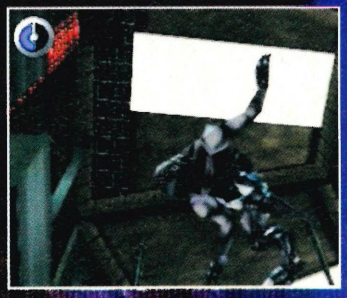
Anyone remember *Battlezone*? The arcade classic is to make it's debut on the N64 shortly, in a similar vein to the PC conversion of last year. Set on the moon, you control a tank, who must complete a variety of missions against enemy hardware. *Battlezone 64*, which features graphical enhancements and new features, is being released later this year by Crave Entertainment.

PREVIEW | PUBLISHER: KONAMI | DEVELOPER: KONAMI

FOR HEAVEN'S SAKE!

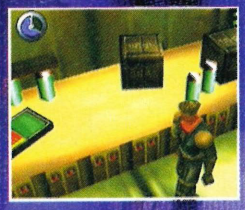
HYBRID HEAVEN

In case you were wondering, *Hybrid Heaven* is on the way, albeit in a much more tweaked and lovelier version than we tested back in issue 28. Apparently, *Hybrid Heaven* has been into Konami's gaming garage for a bit of an overhaul, which should mean that a game that we have already tipped for the top will be even better by the time it hits the shelves. We'll be bringing you a full preview next month, but until then, enjoy these screenshots.



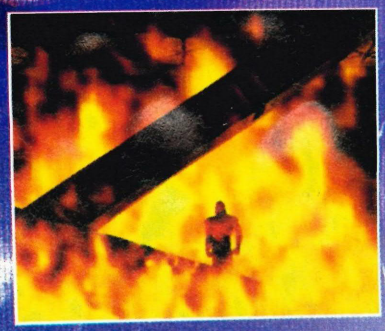
NEW PICS!

Hybrid Heaven has been into Konami's gaming garage for a bit of an overhaul...



The dark and moody look of Hybrid Heaven is currently being spruced up considerably...

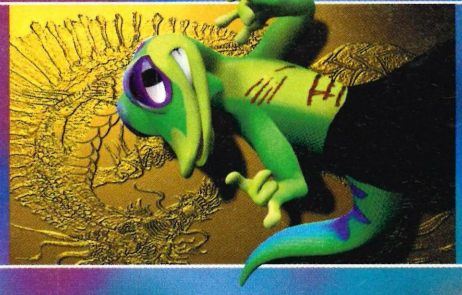
RELEASE DATE OCTOBER 1999



PLAYED IT!

64 BITS

THE JOY OF GEX



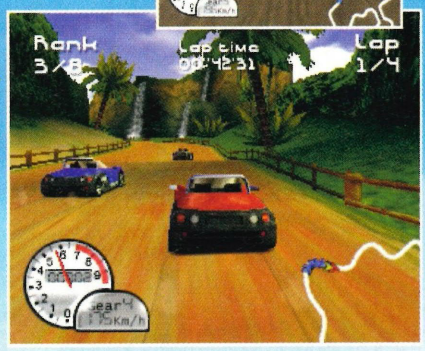
Gex 2 may not have set the world on fire when it was released last year, but Crave Entertainment are bringing the superior PlayStation title *Gex 3: Deep Cover Gekko* to the N64 in a bid to put right what once went wrong.

Gex 3 is beginning to look very impressive, and it could be the title that makes the scaly fella as big an icon on the N64 as he is on the PlayStation. It is to be published by Crave Entertainment.

UPDATE | PUBLISHER: TITUS | DEVELOPER: TITUS

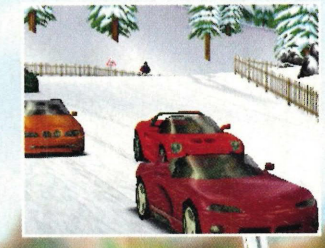
MINE'S A TROPHY!

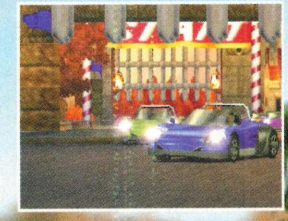
ROADSTERS TROPHY

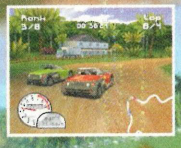


Roadsters Trophy **continues to dominate our thoughts as it remains in an almost latent state of development before Titus unleash this, one of the most promising of racing games to grace the N64. Given the stunning *World Driver Championship* (see last issue's review), you can bet that Titus will be giving it the once-over in a bid to outperform Midway's supreme racer.**

The prospects for *Roadsters Trophy* are already looking pretty good, though. You get the opportunity to drive over 30 different vehicles – all of them convertibles – on ten distinctly different tracks (plus hidden ones) in varying weather conditions complete with the usual reverse and mirror track modes available.







NEW PICS!

The tracks and cars look very impressive and there's not a hint of Mr. Pop-up.

It has to be said that there's very little to separate *Roadsters Trophy* from any other racing game, though the options to place bets on the outcome of the race and the ability to taunt your opponents does go some way to offering at least some differences from other racing games. However, it's a racing game... what more do you want?

That said, *Roadsters Trophy* is looking stunning. The tracks and cars (which are gorgeously realised) look very impressive and there's not even a hint of Mr. Pop-up. If Titus can maintain the speedy frame rate, improve the AI and tidy up the handling, there's no reason why it shouldn't be one of the best racers on the N64. We're pretty excited at the prospect of getting our hands on it, and so should you. The wait is nearly over...

INFOGRAMES GETS WORMS

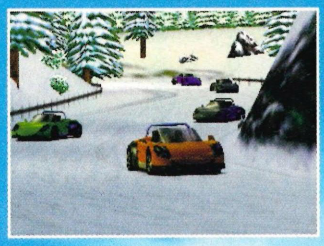
Infogrames are to bring the *Lemmings* meets *Command & Conquer* classic *Worms* to the N64. *Worms 64* puts you in control of an army of, well, worms, that happen to be armed to the teeth with all manner of high-powered weaponry, and it's your mission to nuke the opposing worms who are also similarly armed. Much hilarity will definitely ensue when *Worms 64* is released later this year!

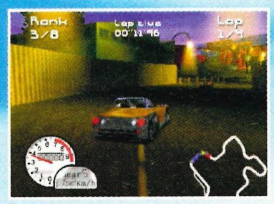
UPDATE | PUBLISHER: LEGO MEDIA | DEVELOPER: HIGH VOLTAGE

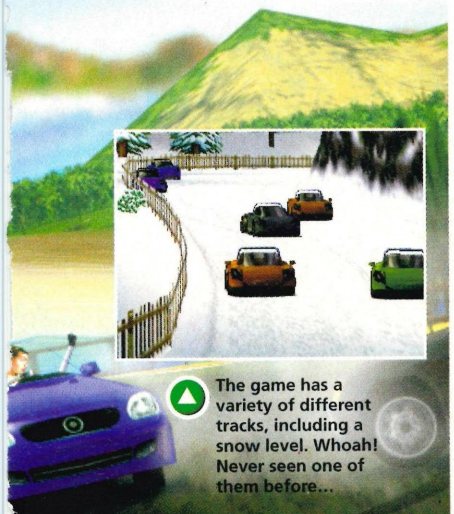
BRICKIN' IT! LEGO RACERS

L*ego Racers* has slipped to a release date of October 16th. Fortunately, the premise remains the same: Create a driver and car (hey, it's Lego don't you know!) or, for the non-creatively minded, you can choose from an existing set-up and race over twelve different courses based on the four most popular themes – Pirates, Space, Castle and Adventurers.

Though we are still concerned about the apparent lack of tracks, we are pretty confident that the options and the configurability of the game should more than make up for it. More next issue.

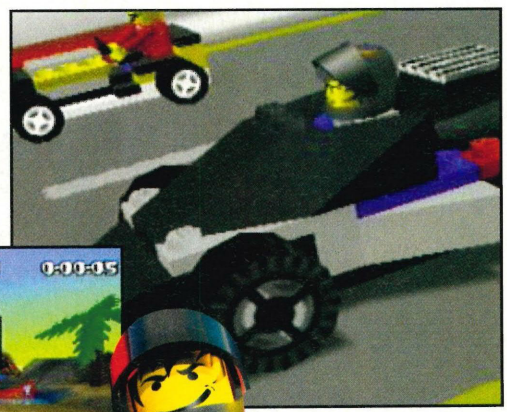


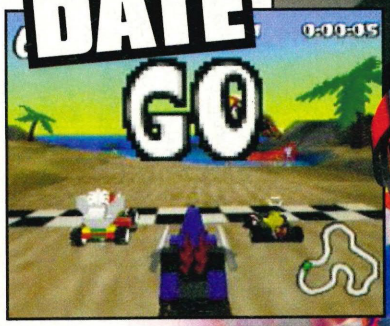




The game has a variety of different tracks, including a snow level. Whoah! Never seen one of them before...

RELEASE DATE
OCT 16TH 1999





RELEASE AUTUMN 1999 DATE

VIDEO GAMES. **DISSECTED.**

TOTAL CONTROL

ISSUE 12 ON SALE NOW

RAPIDE PUBLISHING

64 BITS

PRESIDENTIAL LETTER

The President of Nintendo, Hiroshi Yamauchi, recently addressed a number of concerns in a letter to his shareholders. It makes for interesting reading - here are some extracts:

"In the fiscal year just ended, profits reached their highest level in six years on strong world-wide sales. This performance was particularly gratifying because it occurred in the face of several negative forces."

"Revenues for total Nintendo 64 software, led by the enthusiastic world-wide reception of The Legend of Zelda: Ocarina of Time, have increased steadily."

"But while we continue to diversify and decentralise some operations, we will not retreat in any way from our historic insistence on industry-leading quality."

"Although the vast majority of sales will continue to derive from current systems for the coming fiscal year, there will be a decided switch to new machines as we move into 2001."

"In the year ahead, despite sizeable investments in research and development and continued economic uncertainty in some parts of the world, we expect continued growth in sales and historic high profits for our company."

This is definitely a man that Sony do not want to underestimate...

COMPETITION

WIN! 15 COPIES OF VIGILANTE 8 UP FOR GRABS!

We reviewed Activision's stonking cars 'n' guns thriller *Vigilante 8* in issue 27, furnishing it with a well-deserved Silver award.

To celebrate the game's stunning sales since its release, Total N64 has teamed up with Activision to give fifteen of our lucky readers the chance to win a copy of the game.

All you have to do is answer the following question:

Which of the following was not an heavily armoured car in a James Bond movie?

A. BMW
B. Aston Martin
C. Robin Reliant

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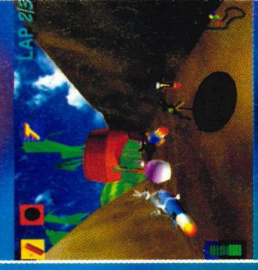
Send your answer to: V8 Compo, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

64 BITS

LOONEY OUT OF TOON

Unfortunately, Infogrames have cancelled development on one of their N64 trio of Looney Toons games, *Space Race*. Although it was shaping up well, Infogrames bigwigs apparently thought that there were already too many good racing games on the N64, and they were fearful of entering an overcrowded market. Nonetheless, the excellent-looking *Duck Dodgers* and *Taz Express* titles are still on target!



UPDATE | PUBLISHER: NINTENDO | DEVELOPER: RARE

THE TWIN POWERS
JET FORCE GEMINI

We reported last issue on *Jet Force Gemini*'s apparent much needed makeover, which has now been confirmed by the bods at Rare. Gone are the Rainbow meets Power Rangers gun-wielding tots of earlier versions of the code, and they've been replaced with more mature looking Battle Of The Planets types. The rest of the game remains the same, however. The huge weapons, the evil bugs, the globs of green blood, and the best graphics the N64 has ever seen – the game looks like a fireworks accident in a paint factory! Unfortunately, however, there isn't a big fat guy dressed as a green owl...

Huge weapons, evil bugs, globs of green blood, and the best graphics the N64 has ever seen!

RELEASE DATE
OCTOBER 1999

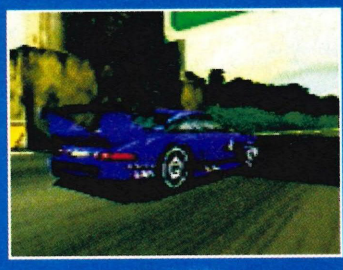
Lupus the dog is the one character that has not really been affected by this, quite radical, change of aesthetics.

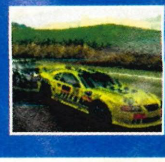
UPDATE | PUBLISHER: MIDWAY | DEVELOPER: BOSS GAME STUDIOS

DRIVER IN THE PITS
WORLD DRIVER CHAMPIONSHIP

It seems that Midway have decided that *World Driver Championship* needs a bit of extra time in development before its PAL release, and so they have ushered the game back into the studios. The NTSC code received some stunning scores, including a TN64 Gold award, so we don't understand what the problem is. Midway believe that the game's handling is slightly unfriendly to begin with, so they are going to try and make it more accessible. While we are confident that this can only be a good thing, we are nevertheless worried at the prospect that they are going to tamper with what we thought was a perfect driving game. We'll keep you posted...

Midway believe that the game's handling is slightly unfriendly to begin with...





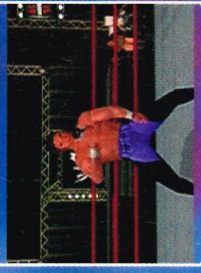
64 BITS

KIRB CRAWLER

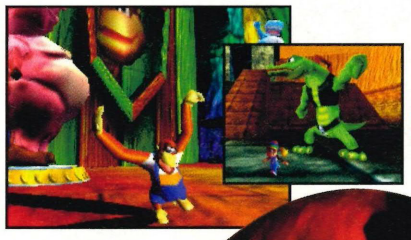
Anyone remember Kirby? Spit out your bubblegum, tread on it, and then look at it. Oh, that Kirby! Yes, the hero of NES and SNES games was originally scheduled to appear on the N64 at launch but didn't, and *Kirby's Air Ride* is now, finally, nearing the end of its tenure in development by Nin-buddies HAL. We're not particularly confident that the long development time will have been worth it, but then Kirby's previous adventures were quite special... We'll have a review for you soon.

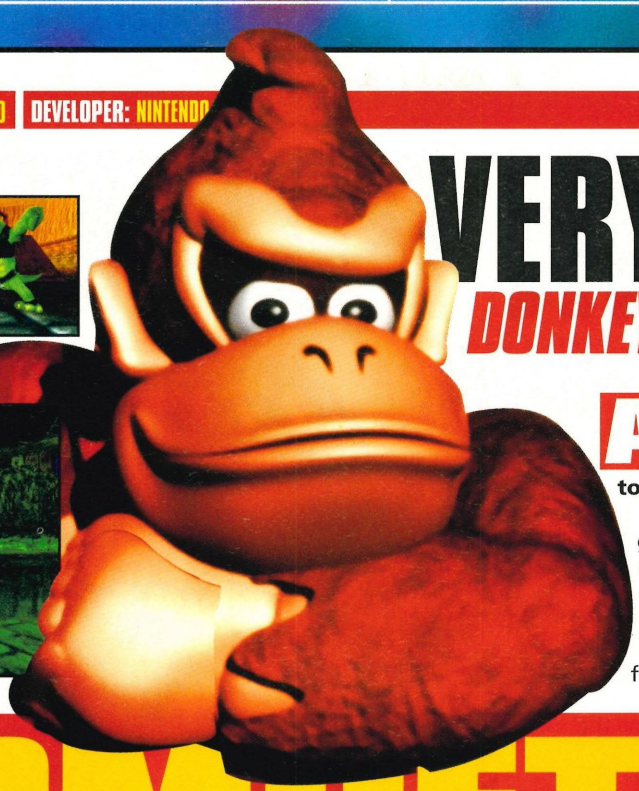
SNAP IT UP!

If you want to get your hands on a copy of the superb *WWF Attitude*, make sure you act quickly - Acclaim's licensing agreement with the WWF runs out on November 15th, after which they won't be allowed to ship any more copies of the game. Get it now!



UPDATE | PUBLISHER: NINTENDO | DEVELOPER: NINTENDO





VERY APE
DONKEY KONG 64

RELEASE DATE: NOVEMBER 1999

Another month here at TN64, and another batch of tasty *DK64* screenshots, which prove why an Expansion Pak is necessary to even think about running this game.

Nintendo and Rare are still confident that the game will make its projected November release date – indeed, like *Perfect Dark*, the game is a vital piece of Nintendo's Christmas onslaught puzzle.

Donkey Kong 64 will no doubt redefine the platform genre, and we wait with baited breath for its release.

COMPETITION
WIN! SUPER CARMAGEDDON FASHION ACCESSORIES

Total N64 has teamed up with SCI for a mega *Carmageddon 64* competition! 5 lucky readers will win a set of funky *Carmageddon 64* accessories, including a bag, t-shirt and black jacket, each adorned with the Carmageddon logo in kinky black rubber! If you were a hero who drove around the streets in a souped up motor, squashing the zombie threat which hangs over the Earth, this is what you'd wear!

All you have to do is answer the following question:

If three zombies share a human brain out equally, how much would each zombie receive?

A. 33 brains
B. 1/3 of a brain
C. No brain

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The buy of the season

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64 Magazine

"The realism is set to break football game barriers."

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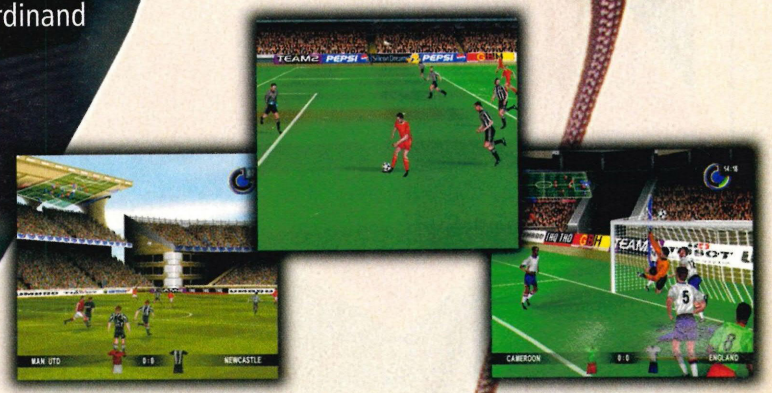
- Real-time commentary provided by Peter Brackley



Silicon Dreams

NINTENDO 64

THQ

www.thq.co.uk

MICHAEL OWEN'S WORLD LEAGUE SOCCER 2000 © 1999 SILICON DREAMS STUDIO LTD. DEVELOPED BY SILICON DREAMS. N64 VERSION PUBLISHED EXCLUSIVELY BY THQ INC. THQ AND THE THQ LOGO ARE TRADEMARKS OF THQ INC. ALL RIGHTS RESERVED.
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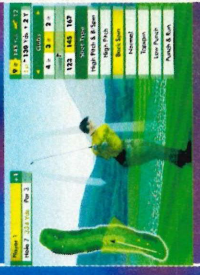
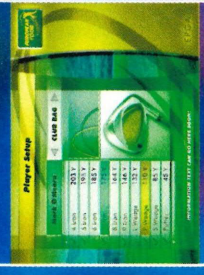
64 BITS

GOLF WAR SYNDROME



Infogrames have announced plans to bring EPGA golf to the N64. EPGA stands for 'European Pro Golf Association', meaning that the game will be a serious simulation type game rather than the manic madness of *Mario Golf*. Featuring a host of real-life courses and golf pros, EPGA could go a long way towards filling in an under-subscribed niche market on the N64.



COMPETITION

SPANKING GORGEOUS GIVEAWAY!!!

A YEAR'S SUPPLY OF POT NOODLES FREE!!!

With the level of quality involved in N64 games of today, one wouldn't be surprised to find the N64 owner over-indulging in excessive and lengthy bouts of progressive gaming. Although it can be a lot of fun, at times it can become a tiring and very painful experience. Rapid button pushing can cause severe and agonising cramps, and when you're playing for long periods, hunger could well strike in a very demanding way. Well, to combat the pitfalls of modern day gaming, TN64 have joined forces with Pot Noodle to bring you a fantastic competition giveaway.

We're are all familiar with the Pot Noodle advert on television about the prisoner and the two spiders. Well, these spiders not only make for entertaining viewing but could well save the blisters from your fingers. The ultimate comfort-gaming accessory, the spiders are attached to a glove and allow maximum grip when holding a joypad or mouse.

WE'VE GONE POTTY!!

To celebrate these creepy spider puppets and the demand gameplay puts upon gamers these days, we are giving away a spider to ten lucky readers. Not only that, but for the winner of our 'We've Gone Potty' competition, we have a year's supply of "spanking gorgeous" Pot Noodles as well.

To stand a chance of getting your hands on this delicious offering, all you have to do is send us a photograph of yourself eating a yummy Pot Noodle. There is a catch, though!! We want you to wait until your Pot Noodle has cooled down a bit (so you don't burn your mouth off and sue us!) and then stuff as much of it into your mouth as possible. The funniest photo with the most noodle will win the prize.

GOOD LUCK AND ENJOY.

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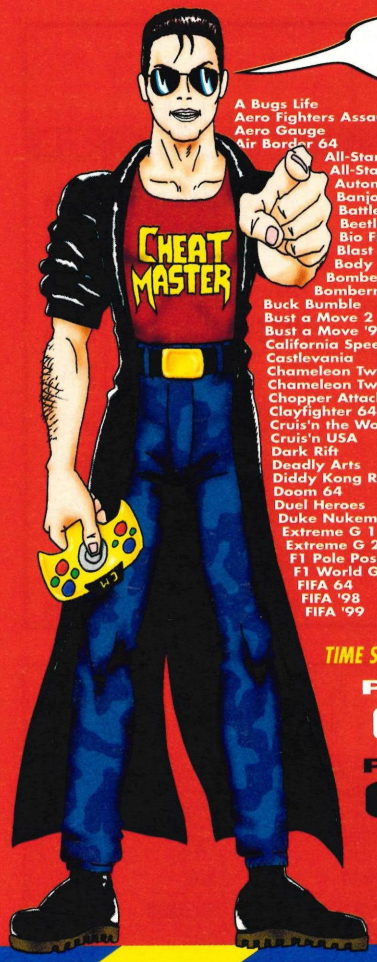

HI I'M THE CHEATMASTER, IF YOU'RE STUCK AND FRUSTRATED THEN CALL ME. I'M THE WORLDS LEADING SUPERPOWER FOR CHEATS, HINTS AND TIPS. A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

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Aero Fighters Assault
Aero Gauge
Air Boarder 64
All-Star Baseball 2000
All-Star Baseball '99
Automobili Lamborghini
Banjo Kazooie
Battle Tanks
Beetle Adventure Racing
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bomberman Hero
Buck Bumble
Bust a Move 2
Bust a Move '99
California Speed
Castlevania
Chameleon Twist
Chameleon Twist 2
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Extreme G 1
Extreme G 2
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X
Gauntlet Legends
Gex
Glover
Goemans Great Adventure
Golden Eye
Golden Nugget 64
GT 64 Championship Edition
Hexen
Iggy's Reckin Balls
International Super Soccer
ISS '98
Jeopardy
World Soccer World Cup France '98
J-League 11 Beat 97
Ken Griffey Jnrs. Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Kobe Bryant in NBA Courtside
Lode Runner 3D
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: Ken Griffey Jr
Milo's Astro Lanes
Mario Karts
Mario Party
Mario 64
Micro Machines
Mike Piazza's Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Championship
Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
Nagano Winter Olympics '98
Nascar Racing '99
NBA Courtside
NBA Hangtime
NBA Zone '98
NFL Blitz
NHL Breakaway
NFL Quarterback '98
NFL Quarterback Club '99
NHL '99
Nightmare Creatures
Ocarina of Time: The Legend of Zelda
Off-Road Challenge
Penny Racers
Perfect Striker
Pilot Wings
Pokemon Stadium
Powerful World Soccer 3
Puyo Puyo Sun 64
Quake 64
Quake 2
Quest 64
Star Wars: Racer
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Robotron 64
Rush 2 Extreme Racing USA
San Francisco Rush
S.C.A.R.S. 4
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
Space Dynamics
Space Station: Silicon Valley
Star Soldier
Star Wars: Rogue Squadron
Super Mario
Super Robot Spirits
Super Smash Brothers
Superman
1080 Snowboarding
Tetrisphere
Top Gear Overdrive
Top Gear Rally
Triple Play 2000
Turok 1
Turok 2
Twisted Extreme Snowboarding
Vigilante 8
Virtual Chess 64
Virtual Pool 64
V-Rally '99 Edition
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wayne Gretzky's 3D Hockey '98
WCW Nitro
WCW Vs NWO World Tour
WCW Vs NWO Revenge
Wetrix
Wipeout 64
World Cup '98
World Driver Championship
WWF Attitude
WWF War Zone
Yoshi's Story
Zelda

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TOTAL GAMES NETWORK

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PLAYSTATION

1 TO BE WON

NINTENDO 64 plus GOLDENEYE

1 TO BE WON

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All entries must be received by the final closing date of 30th November 1999

This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00. Ensure you are calling from a touch tone phone. At least one of each prize will be awarded 14 days after the closing date, however the number of prizes to be won will increase with the number of entries received, up to the maximum stated alongside the prizes. Entry into the competition means full acceptance of the rules and conditions. Send a SAE for full competition rules to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA.

GOLDENEYE WALKTHROUGH

CHEATMISTRESS PRESENTS THE ULTIMATE WALKTHROUGH TO THE ULTIMATE GAME

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CHART ATTACK

CHART COMMENT

The *Star Wars* games are still doing the business, with *F1 World Grand Prix II* and *Quake II* also flying off the shelves as expected.
Micro Machines and *Mario Party* are proving that they are still the ideal rental games... Now that we've seen more of *Rayman 2* we definitely can't wait to get our hands on a finished version of the game...

BLOCKBUSTER TOP 10 CHART

JUL	AUG	GAME	PUBLISHER	DEVELOPER	SCORE
1	1	STAR WARS: RACER	NINTENDO	LUCASARTS	95%
-	2	F1 WORLD GRAND PRIX 2	NINTENDO	PARADIGM	92%
2	3	ROGUE SQUADRON	NINTENDO	LUCASARTS	92%
-	4	QUAKE II	ACTIVISION	RASTER	93%
5	5	FIFA '99	EA	EA	94%
6	6	SOUTH PARK	ACCLAIM	ACCLAIM	69%
7	7	THE LEGEND OF ZELDA	NINTENDO	NINTENDO	95%
-	8	MARIO PARTY	NINTENDO	NINTENDO	92%
9	9	MICRO MACHINES 64 TURBO	CODEMASTERS	CODEMASTERS	91%
-	10	GOLDENEYE	NINTENDO	RARE	95%

Dept TOP 10

JUL	AUG	GAME	PUBLISHER	DEVELOPER	SCORE
-	1	F1 WORLD GRAND PRIX 2	NINTENDO	PARADIGM	92%
1	2	STAR WARS: RACER	NINTENDO	LUCASARTS	95%
2	3	ROGUE SQUADRON	NINTENDO	LUCASARTS	92%
4	4	THE LEGEND OF ZELDA	NINTENDO	NINTENDO	95%
5	5	SOUTH PARK	ACCLAIM	ACCLAIM	69%
6	6	TUROK 2	ACCLAIM	ACCLAIM	92%
7	7	MICRO MACHINES 64 TURBO	CODEMASTERS	CODEMASTERS	91%
-	8	MARIO PARTY	NINTENDO	NINTENDO	92%
3	9	FIFA '99	EA	EA	94
10	10	WCW VS NWO REVENGE	THQ	ASMIK	91%

TOTAL N64 MOST WANTED

JUL	AUG	GAME	PUBLISHER	DEVELOPER
1	1	RAYMAN 2	UBISOFT	UBISOFT
2	2	PERFECT DARK	NINTENDO	RARE
3	3	DONKEY KONG COUNTRY	NINTENDO	RARE
4	4	ZELDA: GAIDEN	NINTENDO	NINTENDO
5	5	JET FORCE GEMINI	NINTENDO	RARE
6	6	WWF WRESTLEMANIA 2000	THQ	ASMIK
7	7	BANJO-TOOIE	NINTENDO	RARE
8	8	ISS 2000	KONAMI	KONAMI
9	9	ROADSTERS TROPHY	TITUS	TITUS
10	10	RIDGE RACER: REVOLVER	NINTENDO	NAMCO

TOTAL N64 MOST PLAYED

JUL	AUG	GAME	PUBLISHER	DEVELOPER	SCORE
1	1	SHADOW MAN	ACCLAIM	ACCLAIM	93%
2	2	WORLD DRIVER CHAMP.	MIDWAY	BOSS	93%
3	3	QUAKE II	ACTIVISION	ACTIVISION	93%
-	4	COMMAND & CONQUER 64	EA	WESTWOOD	89%
-	5	TONIC TROUBLE	UBISOFT	UBISOFT	88%
6	6	WWF ATTITUDE	ACCLAIM	ACCLAIM	91%
-	7	POKEMON SNAP	NINTENDO	NINTENDO	86%
8	8	F-1 WORLD GRAND PRIX II	NINTENDO	PARADIGM	92%
9	9	RUGRATS: SCAVENGER HUNT	THQ	THQ	59%
4	10	MARIO GOLF	NINTENDO	NINTENDO	81%

RETRO CHART 1 YEAR AGO

1998	1999	GAME	PUBLISHER	DEVELOPER	SCORE
1	-	BANJO-KAZOOIE	NINTENDO	RARE	93%
2	-	WWF WARZONE	ACCLAIM	ACCLAIM	91%
3	-	ISS '98	KONAMI	KONAMI	93%
4	-	GOLDENEYE	NINTENDO	RARE	95%
5	-	NBA COURTSIDE	NINTENDO	LEFTFIELD	84%
6	-	FORSAKEN	ACCLAIM	ACCLAIM	91%
7	-	WORLD CUP '98	EA	EA	86%
8	-	CRUISIN' WORLD	MIDWAY	MIDWAY	79%
9	-	GT64	INFOGRAMES	INFOGRAMES	75%
10	-	ALL-STAR BASEBALL '99	ACCLAIM	ACCLAIM	82%

RELEASE DATES

Our release schedule is brought to you by Department 1, and while it is the most accurate list you will find anywhere, bear in mind that in the games industry release dates often change with the wind...Whatever you are looking for, give Department 1 a ring on (0171) 916 8440.

AUGUST

4X4 Mud Monsters	USA	??-08-99
Carmageddon 64	UK	??-08-99
Command & Conquer	UK	??-08-99
Duke Nukem: Zero Hour	UK	18-08-99
Duke Nukem: Zero Hour	USA	18-08-99
Gex 3: Deep Cover Gecko	USA	25-08-99
Harrier 2001	USA	??-08-99
In-Fishermans Bass-Hunter	USA	??-08-99
Monster Truck Madness	USA	??-08-99
New Tetris	USA	02-08-99
NFL Blitz 2000	USA	25-08-99
NFL Quarterback Club 2000	USA	14-08-99
R/C Revolt	USA	??-08-99
R/C Revolt	UK	??-08-99
Shadow Man	USA	20-08-99
Shadow Man	UK	27-08-99
Tonic Trouble	UK	??-08-99

SEPTEMBER

Army Men: Sarge's Heroes	USA	??-09-99
Gauntlet Legends	USA	22-09-99
Hybrid Heaven	USA	22-09-99
Jet Force Gemini	USA/UK	27-09-99
Lego Racers	USA	14-09-99
Ogre Battle 3	UK	??-09-99
Paperboy 64	USA	15-09-99
Rayman 2	USA	20-09-99
Road Rash 64	USA	14-09-99
Roadsters Trophy	USA	16-09-99
Starcraft	USA	28-09-99
Shadow Man	USA	03-09-99
Shadow Man	UK	03-09-99
Tonic Trouble	USA	??-09-99
WWF Attitude	UK	??-09-99

OCTOBER AND BEYOND

Army Men: Sarge's Heroes	UK	20-10-99
Bassmaster 2000	USA	16-11-99
Biohazard 2	JAP	TBA
Daikatana	UK	??-11-99
Destruction Derby	UK	??-11-99
Donkey Kong 64	UK	??-12-99
Duck Dodgers	UK	??-12-99
Eternal Darkness	UK	TBA
Excitebike 64	UK	TBA
Jungle Emporer Leo	UK	??-??-00
Mario Golf	UK	??-10-99
Mario RPG	UK	??-??-00
Monopoly 64	USA	19-11-00
Nuclear Strike	UK	TBA
Perfect Dark	UK	??-12-99
Pocket Monster Pikachu	USA	TBA
Pokémon Snap	UK	TBA
Ridge Racer: Revolver	UK	??-11-99
Riqa	UK	TBA
Road Rash 64	UK	TBA
Shadowgate Rising	UK	??-11-99
Tonic Trouble	UK	TBA
Top Gear Rally 2	UK	??-10-99
Top Gear Hyper Bike	UK	??-11-99
Turok: Rage Wars	UK	??-12-99
Turok 3	USA	??-11-99
Twelve Tales: Conkers Quest	UK	TBA
Twelve Tales: Conkers Quest	USA	TBA
WCW Mayhem	USA	TBA
Win Back	USA	TBA
WWF Wrestlemania 2000	UK	??-11-99
Xena	UK	??-11-99
Zelda: Gaiden	UK	??-??-00

HAVE YOUR SAY & WIN A GAME!

Its time to get your voice heard in the greatest N64 magazine!

Send us a list of the five games you play most regularly, and the five upcoming games you are most looking forward to, and we'll print charts every month. Oh yeah, and one of you every month will be picked out of a hat, winning a stonking new game in the process!
Cut out this form and send it to the address printed on it!

My 5 most played games are:	My 5 most wanted games are:
1	1
2	2
3	3
4	4
5	5

Name: .....

Address: .....

.....

.....

.....

.....

.....

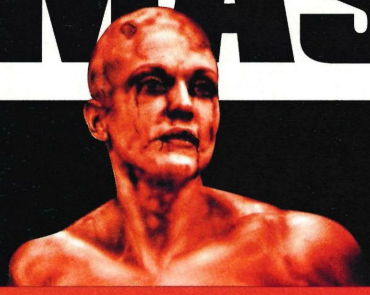
Postcode: .....

Send your entries to:
Chart Attack, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

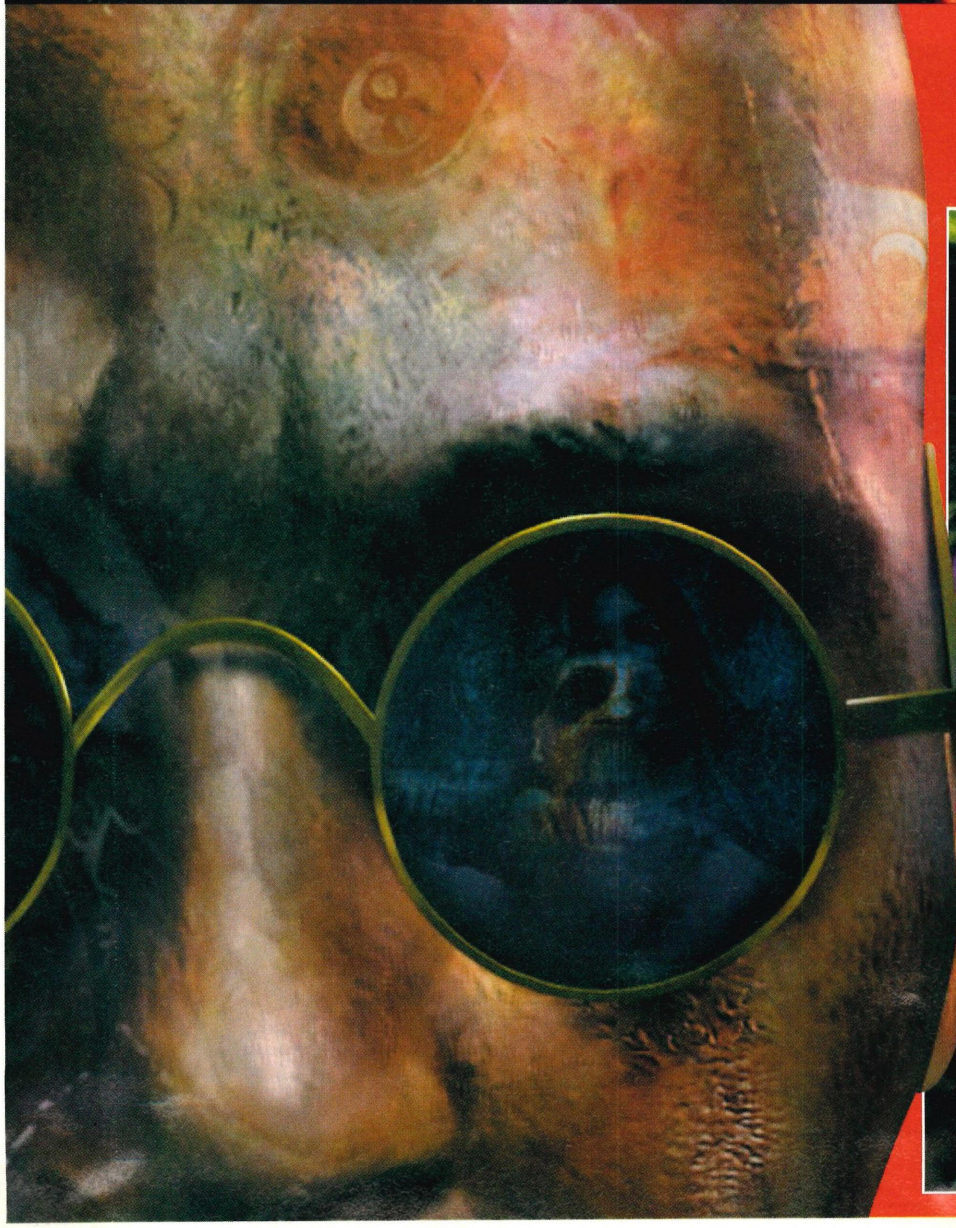
REVIEWS

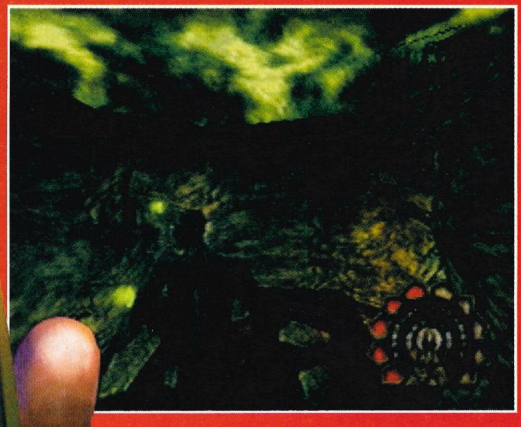
CRITICAL MASS

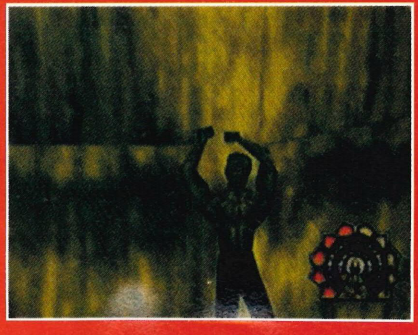
SHADOW MAN 30

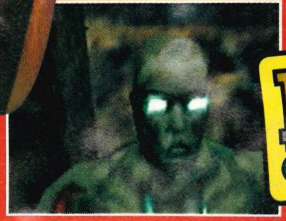


On the back of our exclusive Shadow Man feature last issue, Mike Le Roi returns and we give you our invaluable opinions and tell you if it really lives up to the hype. The dead side is no place to be without some helpful advisory prose - once again we oblige. Enter the shadows with TN64.









90-100%

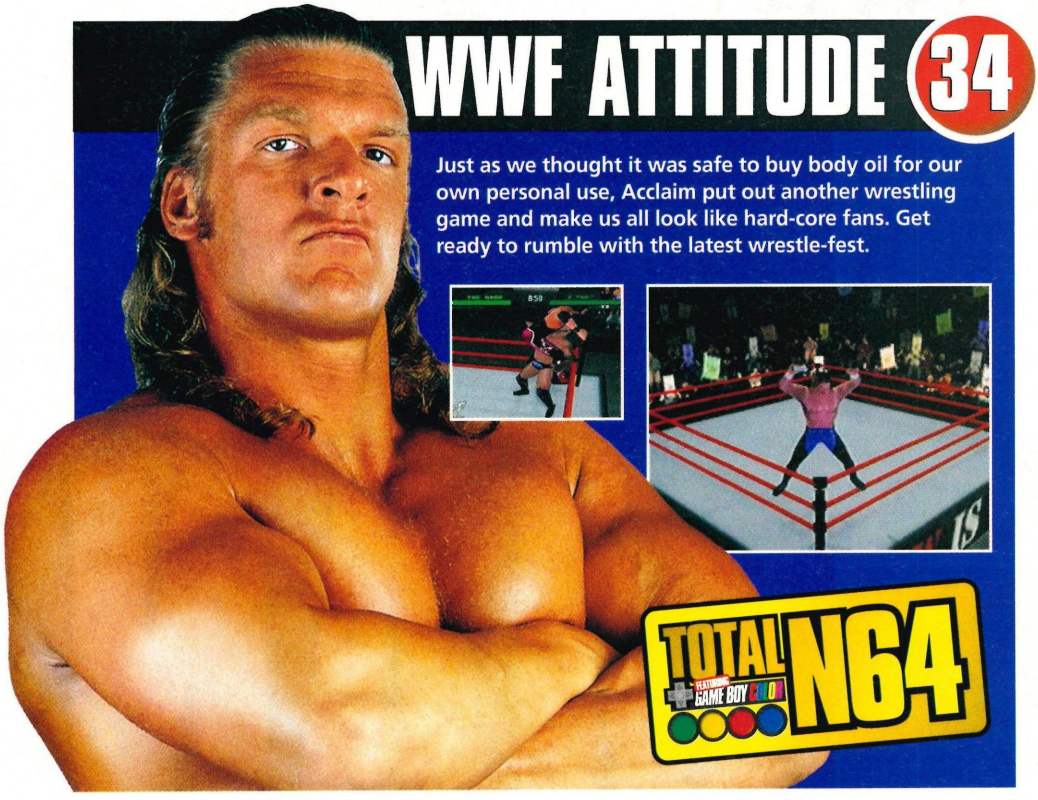
Gold Award

The Total N64 Gold award is given to games that are the cream of the crop. We don't hand these out willy-nilly you know! It's our guarantee of quality.

80-89%

Silver Award

The silver award is given to games that are not going to warrant everyone's attention. They are great, just not quite the up to our high standards!



WWF ATTITUDE 34

Just as we thought it was safe to buy body oil for our own personal use, Acclaim put out another wrestling game and make us all look like hard-core fans. Get ready to rumble with the latest wrestle-fest.

SCORES

90-100%
Hotter than Star Wars Episode 1 – buy!!!

80-89%
Not quite as good as a trusty blaster.

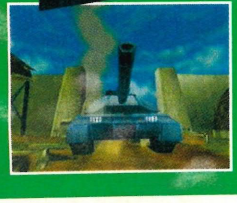
61-79%
Obi-Wan Kenobi would not train this...

41-60%
Turned to the Dark Side – there is no hope...

0-40%
You wouldn't wish this on Darth Maul!

COMMAND & CONQUER 44

...commanded armies, conquered worlds! Tosh! C&C 64 is the best console version ever! And we can prove it!



TONIC TROUBLE 38

Just the Tonic we needed. Ubisoft get legless - and armless - with us as we take their latest platform romp for a jump in the middle of the office - ooer!

AND THE REST...

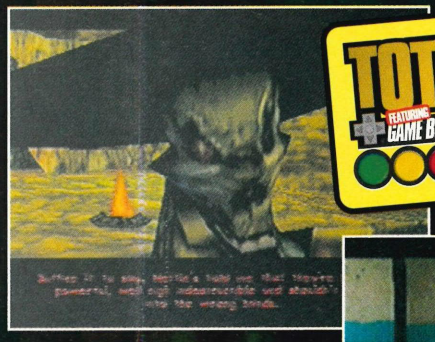
Pokémon Snap	40	Rugrats: Scavenger Hunt	48
Mario Golf	42	Superman	50
The New Tetris	46	In-Fisherman Bass Hunter 64	52

REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
ACCLAIM	ACCLAIM STUDIOS TEESSIDE	£49.99	3RD SEPT		PAL	MEMORY PAK	YES	YES

SHADOW MAN

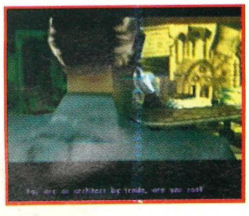
TOTAL N64 FEATURING GAME BOY COLOR



Your only guide on this journey is Jaunty, who appears in the form of a snake that only Mike can see and hear...

At last, we have a new breed of hero on the N64, and I'm not talking about Howard The Duck, either.

"Looks like there's a bit of nasty weather approaching...where's my mac and wellies?'



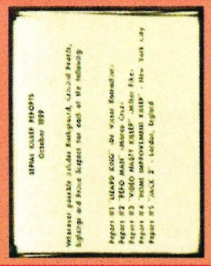
There have been many attempts over the years to redefine the idea of a superhero, with many believing that the pyjama-laden pretty boys of days gone by are just not the sort of folk late 20th Century people want to believe in. Sam Raimi's Darkman had a stab at a more sinister, darker hero, and the Spawn and certain Batman comics also succeeded to an extent. Acclaim Comics' Shadow Man character, however, is an altogether different rusty kettle of man-eating fish. A former hitman with his family's blood on his hands and an unholy relationship with a voodoo

PLAYABILITY

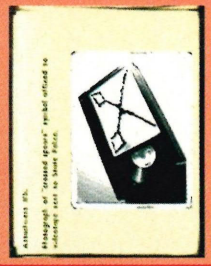
Shadow Man's somewhat unconventional control takes some getting used to, but it soon feels like second nature.

Software supplied by: Acclaim

BUSTED!

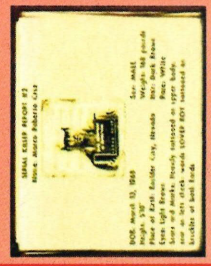


Shadow Man has an FBI-style casebook which is very useful to refer to throughout the game.



It contains vital information about 'The Five' – the serial killers that he is trying to track down and stop.

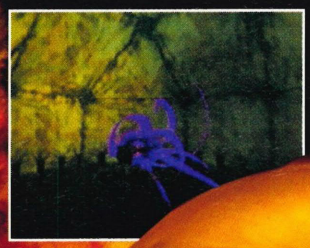
There are also blueprints for the asylum which give you some very important structural information.



Any time you're completely and utterly stuck, check through your notes and you're bound to glean some clues from them!

YOU'VE BEEN VIOLATED!

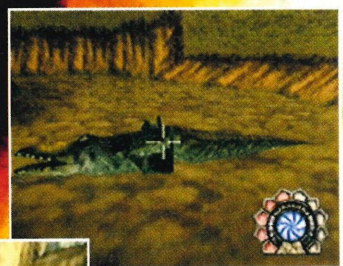
Like stable-mate Turok, Shadow Man has a rather cool selection of weaponry stuffed down his jeans...



"What'll it be, punk? Hot lead from the Uzi 9mm...or hot lead from the semi-automatic rifle?"

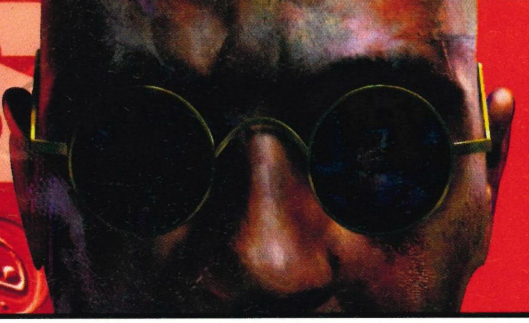
ENEMY MINE

There are a gruesome bunch of baddies throughout the game who are itching for the chance to turn Shadow Man into some kind of minced meat.



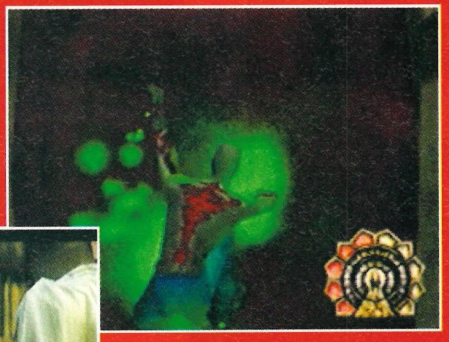
"Crumbs, you're a bit big aren't you? I was just looking for the Post Office. Could you... no? Oh, you want to crush me. Dagnammit."

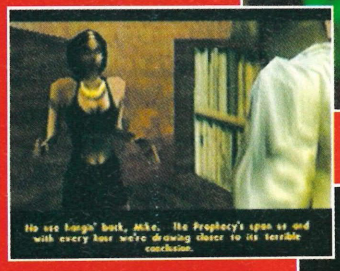
REVIEWS



THAT VOODOO THAT YOU DO

The game's theme has a sinister voodoo undercurrent throughout. Without this dark power, however, Shadow Man would not be able to save us all from the darkness that is coming...





"Whoah! Just look at the gooovy lights, maaannn..."

Agnetta is definately one of those chirpy optimistic people whose constant happiness really gets on your nerves!

priestess, he's not exactly Roger Ramjet, but he is the only person that can save us all. You just wouldn't have him round to tea to thank him...

Crucially, Shadow Man's transformation from graphic (and then some) novel anti-hero to N64 protagonist has been a smooth one, with none of the expected dumbing down in attendance. Shadow Man swears like a one-armed man hanging off a cliff, and starts the game in bed with, you know, a lady. *Shadow Man*, then, is the first N64 game with a distinctly 'adult' content, taking a gritty and subtle approach rather than the outrageous over-the-top blood and splatter of, say, *Turok 2*.

LASTABILITY

The game world is huge, and it will take you a minimum of sixty and an average of eighty hours to complete.

The first thing you notice is how beautiful the game looks. Acclaim Studios Teesside have developed something called the VISTA engine, which eliminates the N64's tendency towards needing fogging or pop-up to hide its short draw distance. The result is a landscape that stretches for miles, and a stunning landscape it is too. Add one Expansion Pak to the mix and you have the best-looking N64 game to date, with hi-res graphics, stunning effects and all kinds of quite nasty looking jiggery-pokery.

It's hard to go into too much depth about the game here – anyone who read last month's Total N64 will already know just about all there is to know about the game – and now that we've had a chance to complete it, we don't want to give anything away, as the game is full of nasty plot twists and shocking surprises.

The gameplay is intuitive and, more importantly, innovative, giving you a huge amount of

control over Shadow Man's actions without it ever getting complicated. He can do anything Lara or Mario can and more (of course, he also has the advantage of not being a dumb chick or a fat dwarf).

The only criticism I have with the game is that it is occasionally too easy to get hopelessly lost with absolutely no idea of what to do next, but this is an unfortunate downside to any game as big as *Shadow Man*.

Shadow Man is not *Zelda*. Not quite. It's better than *Castlevania* and *Tomb Raider*, which is not to be taken lightly, and it offers something highly entertaining and relatively unique to the N64 gamesplayer. Its chilling atmosphere and morbid tension will keep you thoroughly addicted, and you won't be seeing the end of the game for quite some time. If you don't buy it, you'll probably feel quite violated.

RATED BY: JON **TOTAL N64**

TOTAL N64 PLAYED & RATED

One of the best games of the year, and one that proves that Nintendo are serious about their adult image.

ACID TEST

+ Huge challenge. Stunning graphics.

− Enemy AI. You'll come away disturbed!

93%

BUSTED!

An engineer's key is vital if you want to get through certain locked doors in the game!

To break through to the Paths Of Shadow, you need to have built yourself up to the required Shadow Level.

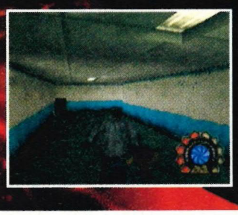
Some areas can only be accessed when you have found the requisite swipe card.

Don't get left alone in the dark... a torch will prove highly useful in certain areas in the game.

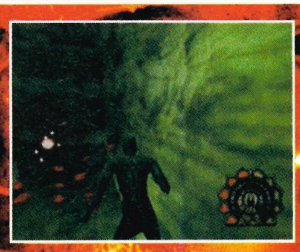
LANDS OF GORE

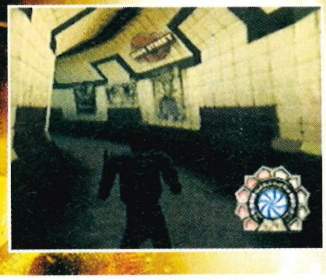
Mike Le Roi's quest takes him to all kinds of places you wouldn't really want to go to for a summer holiday...

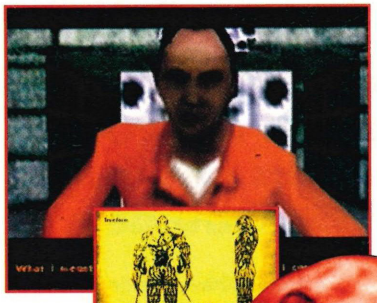
The stronger Shadow Man becomes, the more he glows with power!

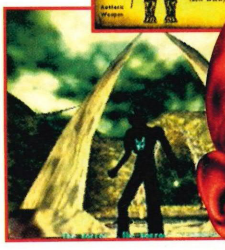


"Here poochy!" Shadow Man stumbles across a pack of hungry Dobermans. Which is not good really.







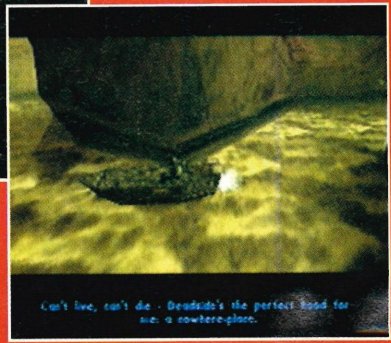


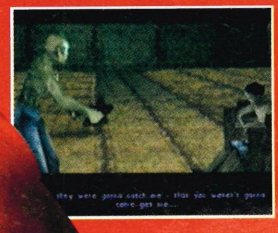
Jack T. Ripper, with the ultimate in walrus moustache face accessories!

Err...hey, Shads, that looks suspiciously like a great big pair of fangs behind you!

MOVIE MADNESS

The game features over an hour of brilliantly directed real-time cut-scenes, with full voice acting throughout.

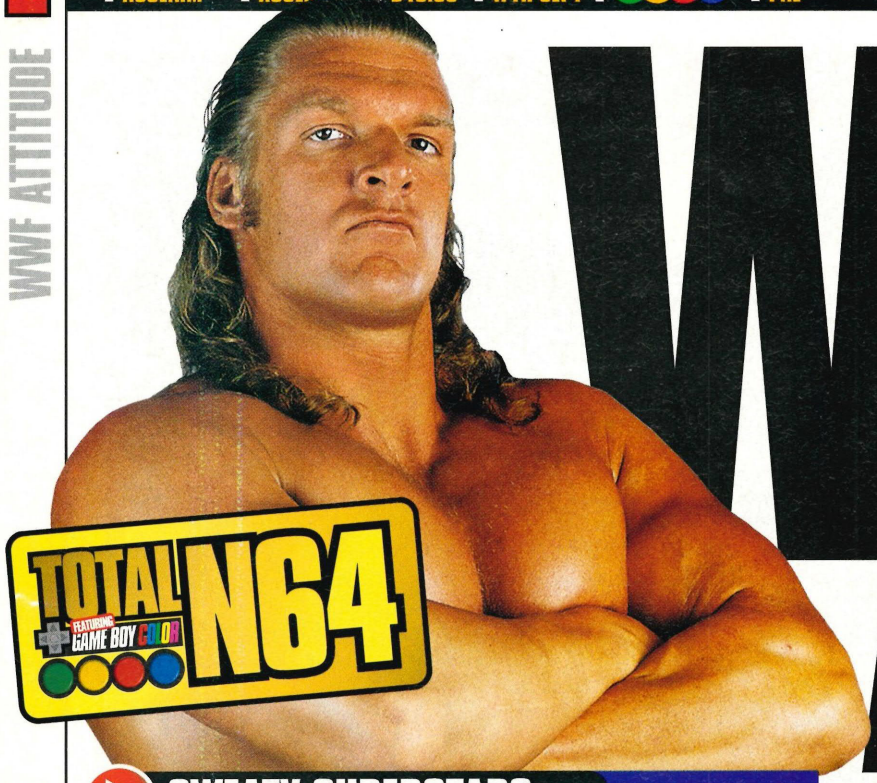




The cut-scenes really do bring the N64 to a new level, both in terms of graphical power, and movie-style drama.

REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
ACCLAIM	ACCLAIM	£49.99	17TH SEPT		PAL	MEMORY PAK	YES	YES

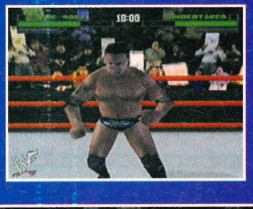


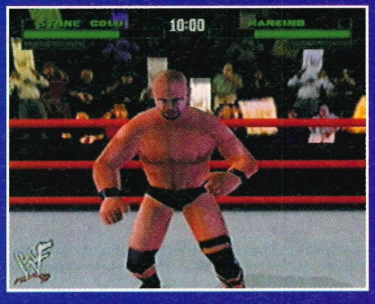
TOTAL N64 FEATURING GAME BOY COLOR

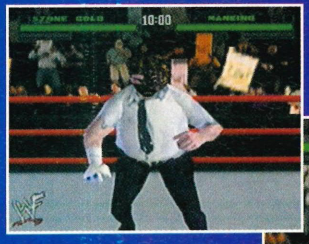
WWF ATTITUDE

SWEATY SUPERSTARS

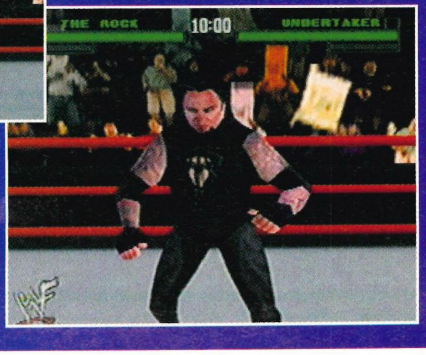
All of the WWF's top names are available as playable characters. Here are some of those that have made themselves household names across the world.

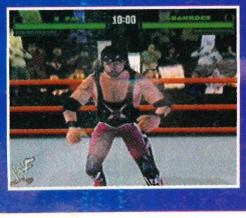






This is the boy 'Stone Cold', of course. He waxes his chest, but you'd still go to quite some lengths to make sure you didn't spill his can of 'whup ass'.





Shall we kick that shiz-nit doggee style? Lay the smack down? Nah, we'll drink cans of whup-ass, and play WWF Attitude.

Whether you like the WWF or you hate it, the world's most successful wrestling promotion is here to stay. In America, the sport of professional wrestling is bigger than baseball or American football, and stars like 'Stone Cold' Steve Austin and The Rock are household names across the States.

Acclaim have been developing games based on the lucrative WWF franchise since before the dawn of time, but, as they say, all good things must come to an end. Yup, this is the last WWF game to be developed by Acclaim, as THQ have now secured the licence. Luckily for us, Acclaim have decided they're going to go out on a high note.

WWF Attitude is, for all intents and purposes, an updated version of last year's smash hit, *WWF Warzone*. They've taken on board comments and suggestions made by fans of the previous game, and they've done their best to ensure that it's been improved upon.

PLAYABILITY

Pulling off moves can be quite tricky to learn, but once you've mastered them you'll be on your way to the gold!

Software supplied by: **Acclaim**

BUSTED!

HOW TO DO THOSE SPECIAL MOVES!
Opponent's energy must be red for them to work!

Stone Cold Steve Austin:
Stone Cold Stunner
Down, up, down, C-left (when both men are standing).

Mankind: *Mandible Claw*
Right, left, down, C-left (when both men are standing).

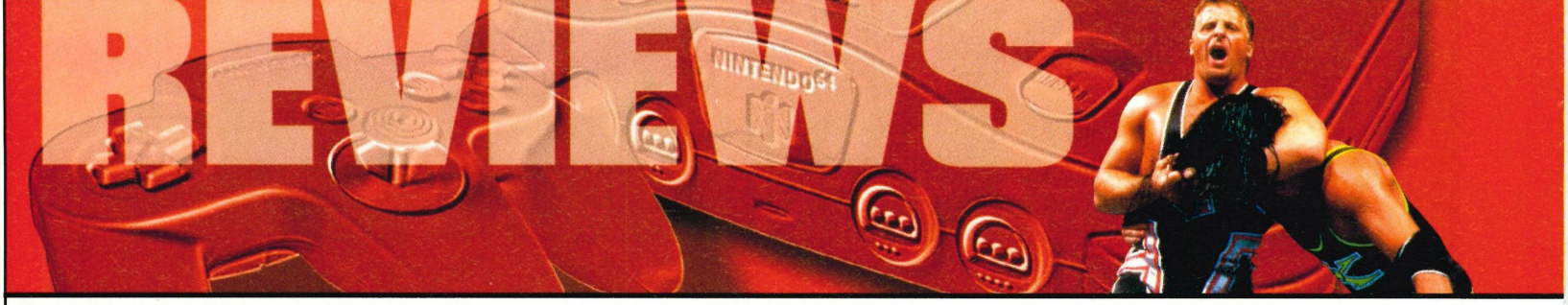
HHH: *Pedigree*
Down, up, up, C-left (when both men are standing).

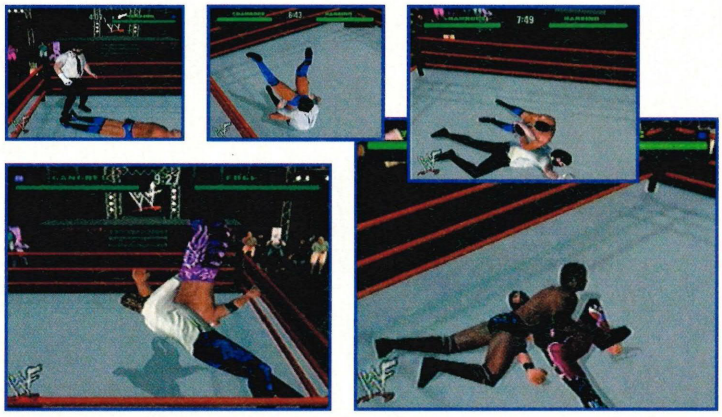
D Lo Brown:
Sky High Powerbomb
Down, up, kick (when both men are standing).

THE GANGLY GANG

The create-a-player mode is so versatile that you can create a lookalike of just about anyone. Here are perfect likenesses of the Total N64 team in their work attire, all of which (apart from Lee) were created with the "male, pasty, skinny" template!

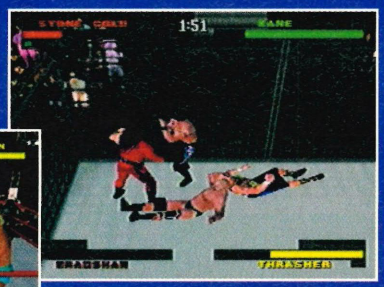
REVIEWS

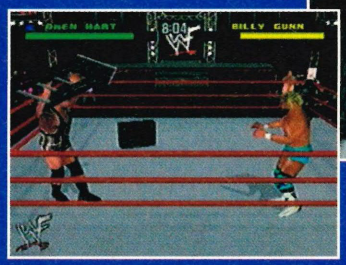




MAD MATCH-UPS

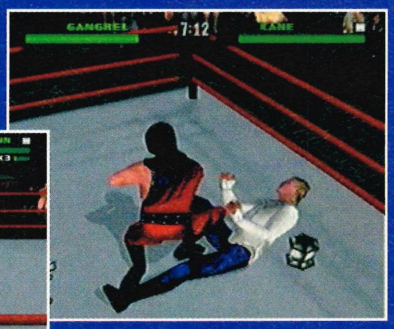
There are loads of different types of matches available in *WWF Attitude*, all of which lengthen the game's lifespan considerably.

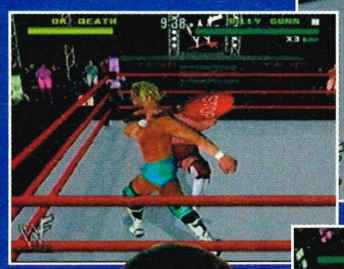


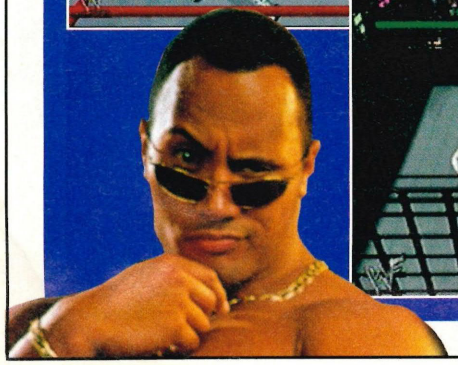


Cage matches add a whole new element of danger and require completely different tactics from the player.

Owen Hart wants to know if Billy Gunn wants to help him wash the second-floor windows of his house.







The graphics are much improved on last year's offering and (the result of much hard work by the guys at Acclaim Texas) feature the most realistic looking and the most smoothly animated characters in any N64 game. If you are a fan of the WWF, you'll note that every detail on the wrestlers is accounted for; all tattoos, prominent scars and missing teeth are present and correct (maybe not the missing teeth...).

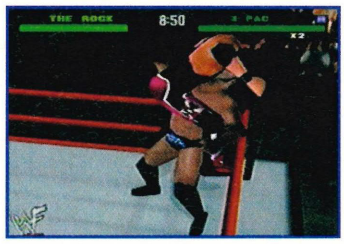
LASTABILITY

If WWF Attitude were a town, it would be Optionsville. There is no chance that you'll be getting bored any time soon.

Turok 2's much ballyhooed sound compression techniques have been ported over and filled up with most of the catchphrase-happy WWF soundbites, so if you want to warn your opponent that you're soon to be "laying the smack down on his monkey ass", all it takes is a quick button press. Of course, all the wrestlers also have note-perfect renditions of their entrance theme music. You can tell it's note-perfect because it's as godawful as is it on the TV!

The game plays in a very similar way to *Warzone*, eschewing the grappling system used in *WCW vs. NWO Revenge* and instead utilising a *Street Fighter* style combo system where a series of button presses executes a move depending on your position and that of your opponent.

There are around forty characters (plus quite a few that are secret) to get to grips with, hundreds of moves, more game modes than Hulk Hogan could shake his moustache at, and the superb create-a-player feature is back! All in all, it won't fail to delight anyone who delights in the ring-based sports pantomime.



The consensus of opinion, and indeed mine, is that the *WWF Attitude* engine is still not quite as good as THQ's wrestling engine, last showcased in *WCW vs NWO Revenge* and soon to be featured in *WWF Wrestlemania 2000*, but this is largely irrelevant as they are pretty different in terms of gameplay. *WWF Attitude* is, and will remain, the greatest looking and sounding wrestling game you can buy for the N64. It perfectly recreates all of the aspects of the WWF which have made it so monstrously popular – the high-octane violence, the over-the-top characters and the in-ring theatrics – and it's loads of fun. It's the kind of game where you can spend all evening having a laugh as you bash the stuffing out of your mates, and, best of all, you get to live the flamboyant lifestyle of a top wrestler without having to lay down with men.

RATED BY: JON **TOTAL N64**

TOTAL N64 PLAYED & RATED

Great grappling fun and a superb multiplayer rumble.

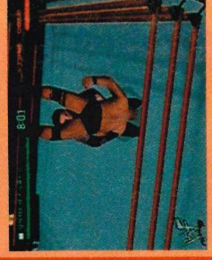
ACID TEST

- + The accurate and detailed presentation values.
- − You need three mates to get the most out of it.

91%

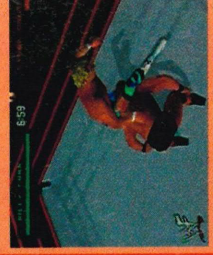
BUSTED!

The Rock: *The People's Elbow*
Down, up punch (opponent on the floor, you stood at his side).



Undertaker: *Tombstone*
Down, up, down, C-left (when both men are standing).

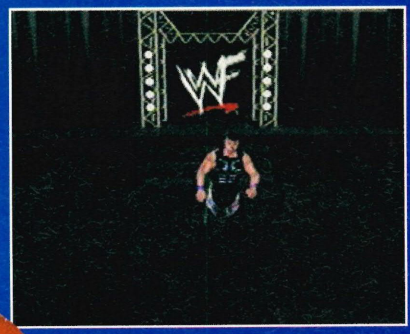
X-Pac: *Bronco Buster*
Down, up, punch (opponent dazed in corner).



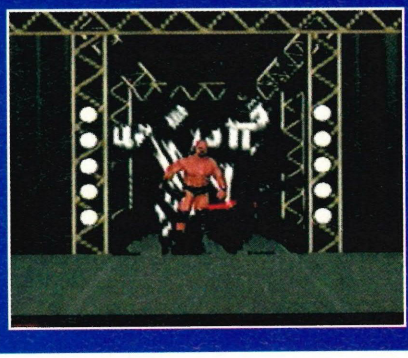
Billy Gunn: *Fame Asser*
Right, left, down, punch (when both men are standing).

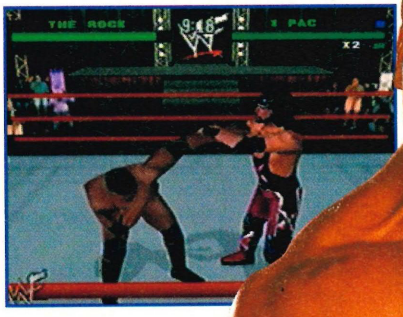
ENTER, STRANGELY

The wrestlers' entrance routines have had a lot of effort put into them and are a very impressive precursor to the matches.

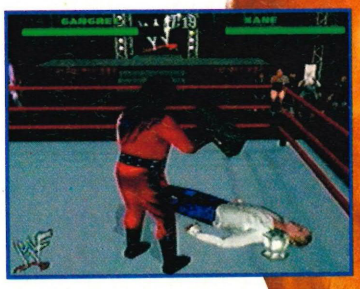


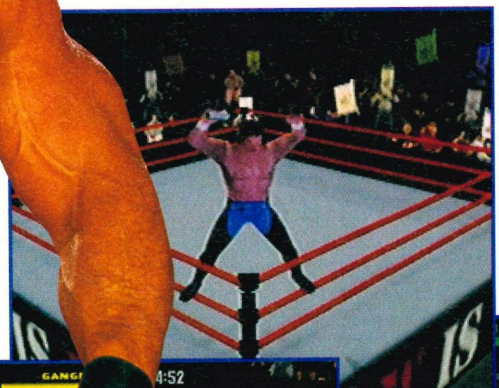
Al Snow is a TN64 office favourite - he carries a mannequin's bonce around, and constantly talks about his love of "head"!

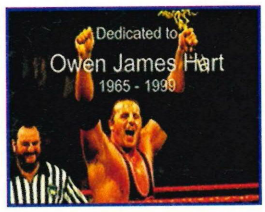




D-Lo Brown is one of the WWF's coolest stars, and he has a cool intro too!

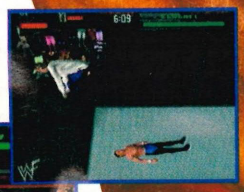


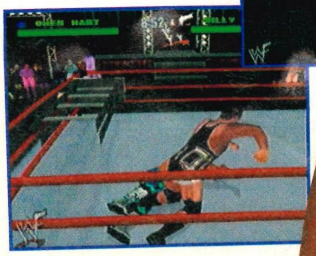


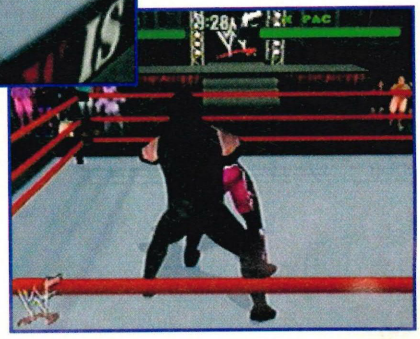


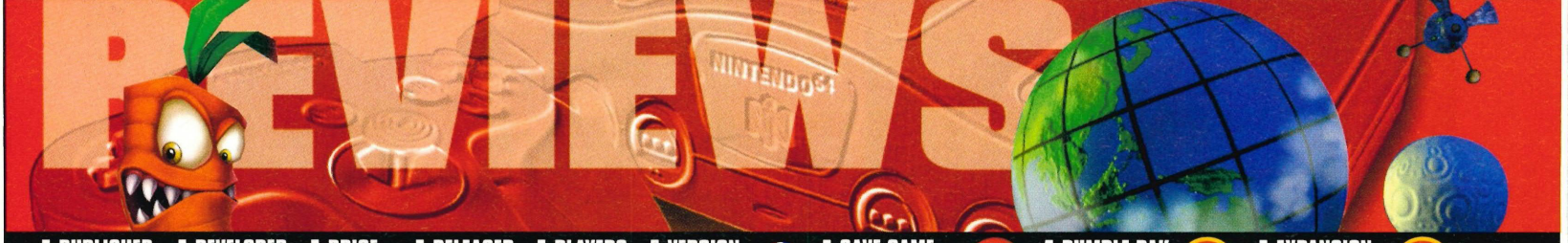
The game is a tribute to late wrestler Owen Hart, who tragically died in May of this year.

Like any professional businessman, Kane makes sure he brings his briefcase to work every day!





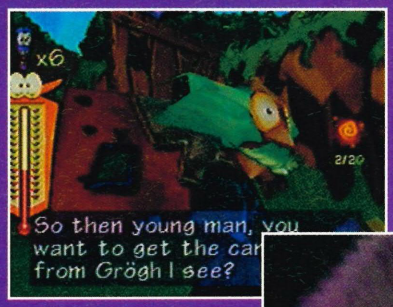




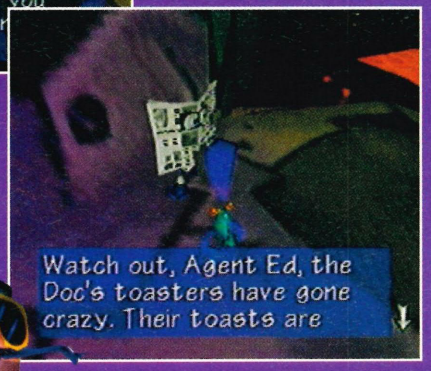
PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
UBISOFT	IN-HOUSE	£50.00	TBA		PAL	MEMORY PAK	NO	NO

TONIC TROUBLE

ALL THINGS WEIRD AND WONDERFUL



Tonic Trouble contains some of the most colourful characters on the N64. Most of them will stop at nothing to try and eat/squash/electrocute/burn Ed, but fortunately he has got some assistance from friends such as the Doc, his daughter Suzy, and a large flying mammoth.



Xyz is the leader of the Resistance on Earth against Grogh. Unfortunately he never mutters the immortal line "I wheel zay zeese only wunce".

Suzy, the obligatory love interest. Ed likes her because she's smart. Suzy likes Ed because he's purple, hard, and well over three feet long.

The French have given us many things: the beret, blockades at ferry ports, an irritating GCSE, and now platform games.

UbiSoft are gearing up to release the French-developed *Rayman II* in the very near future – already being hailed as a platform classic – and to keep us on our toes until then, they are unleashing *Tonic Trouble*. But with all the anticipation for *Rayman*, how can any platformer hope to convince the salivating public to part with their cash? In the case of *Tonic Trouble*, it's relying on a strong public health message warning of the dangers of alcohol. Most people know that alcohol can lead to cirrhosis of the liver, cancer of the colon and incredibly bad taste in women, but few realised that it can also lead to megalomaniac Vikings running amok creating genetically modified vegetables. Yet this is the story behind *Tonic Trouble*. Only Ed, a character who looks like a purple chip, can save Earth from Grogh the Viking and his army of tomatoes, sharks, frogs, and... erm, toasters (don't ask). The fact that space-travelling Ed also happened to be the reason that Earth is in danger in the first place is of no consequence. His discarded can of lager fell to Earth and gave Grogh evil powers, and now he must travel around some of the most dangerous places on the planet to find the Viking villain and reclaim his can of beer. On his journeys, Ed encounters a bunch of the wackiest creatures you'll find this side of Chernobyl. Flying mammoths, carnivorous carrots and man-eating mushrooms all pop up in this world. Ed's only help along the way are a doctor and his daughter, who give our purple friend weapons, and the leader of the Resistance, Xyz, who appears throughout the game to give you handy tips.

GRAPHICS

TT looks great, and the animation on the characters, in particular Ed, is fantastic. Check out the expressions on Ed's face as he races around the different levels.

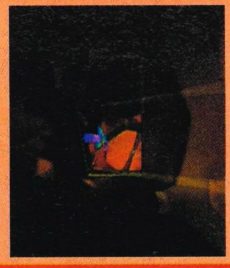
The game plays very much in the same vein as last year's *Starshot*, but thankfully without the major flaws which scuppered that game. It also avoids repetition by dotting the game with nice little variations on gameplay, such as the opening level when you're skiing down a snowy slope, and another when you have to glide across a landscape.

Software supplied by: **UbiSoft**

BUSTED!

You'll be expected to do a spot of gliding before you can progress any further in *Tonic Trouble*, but if you hit the lava, you're toast, so head towards the tornado.

As you travel further, you start to lose height and fall ever nearer the melting hot magma beneath your glider. Keep heading towards the base of the tornado.



Pull back on the controller and... woosh! That certainly put the wind in your sails. Now you should have enough speed to reach a safe landing spot.

TOTAL N64 FEATURING GAME BOY COLOR

Tonic Trouble is enormously playable, not least because you are always interested to see what kind of creature those twisted French minds concocted next. The only real fly in the ointment (or should that be tonic?) is that the camera angles can be very irritating at times, resulting in the feeling that you don't know quite where you are or which way you're facing. That small quibble aside, this is the perfect release to lay the groundwork for *Rayman II*. The problem then, of course, will be whether or not *Tonic Trouble* will only ever be seen as *Rayman's* poor relation. Only time will tell. In the meantime, *TT* is the perfect tonic. And remember, alcohol can lead to inflated sense of self worth and mutated vegetables.

RATED BY: NEIL TOTAL N64

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

Superb platformer with a bizarre French twist. Supertonic!

ACID TEST

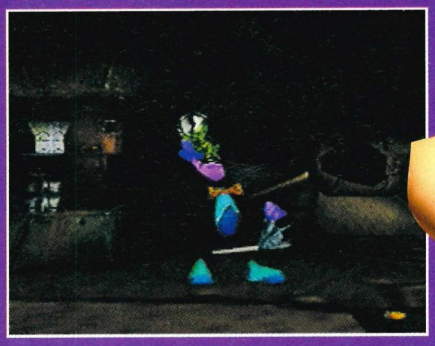
+ Top notch platform action. Loads of wonderful characters.

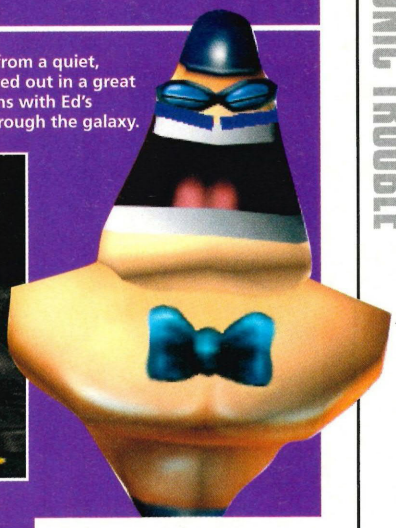
− Camera angles. Er...

88%

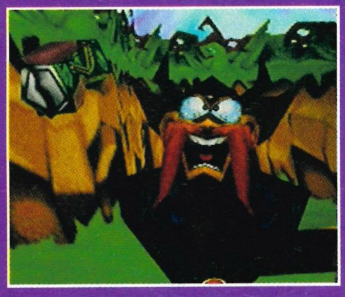
SEARCH FOR THE HOLY ALE

The explanation behind Earth's transformation from a quiet, peace-loving planet (ahem) to a warzone is played out in a great bit of animation when you start a game. It begins with Ed's spacecraft, the Mothership Albatross, gliding through the galaxy.

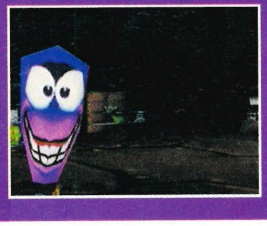




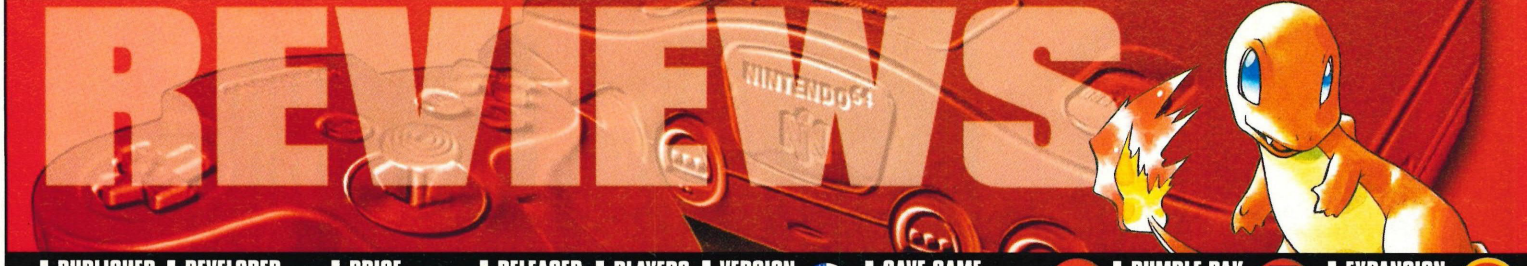
Inside the ship's storeroom, Ed is doing a spot of spring cleaning. All the cleaning makes him thirsty, and so he necks a can of lager. Disorientated by the alcohol, Ed drops the can out of the ship.



The beer lands on earth, mutating everything that consumes it, including Grogh the Viking, who proceeds to rape and pillage. Now Ed must mend the damage.



Sliding down icy slopes at high speed may seem difficult, but imagine doing it if you were a purple chip. Respect is due to Ed.



PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
NINTENDO	NINTENDO/HAL	APPROX. €50	OUT NOW		NTSC	BATTERY BACK-UP	YES	NO

POKÉMON SNAP

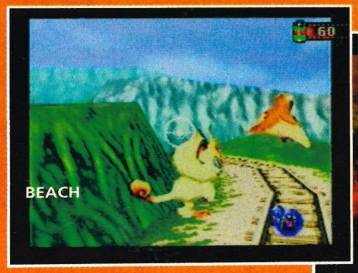
TOTAL N64 FEATURING GAME BOY COLOR

Dr. Oak is your guide to the world of Pokémon. He's also clearly mad!

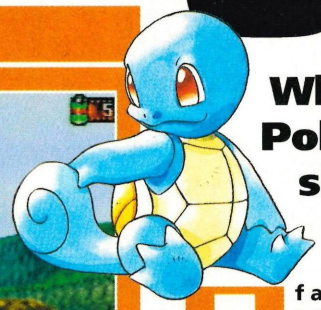
MONSTER ISLAND

Different kinds of Pokémon inhabit all kinds of different environmental climates. Here are some of those that you will explore in the game.

The riverbanks are covered in lush foliage which the monsters hide behind - and you also have to be aware that something may be under the water!



A relatively open area where it is easy to see various monsters at play.



What a stupid idea – a Pokémon photography simulation? I ask you, what is the world coming to?

If anyone can make a brilliant game from the most ridiculous idea, it's Nintendo; you only have to look at *Mario Golf* and *Mario Party* to see what I mean. That's why Nintendo have always been, and will always be, the innovators of the videogame industry; they're not afraid to explore risky new directions and attempt to capture niche markets. *Mario Party*, for example, has created a whole new genre, with THQ and Acclaim jumping on the electronic board game bandwagon with new *Rugrats* and *South Park* titles respectively.

Pokémon Snap is yet another such title, and it's probably the first in a long line of photography simulators. The game provides a simple solution to a difficult-sounding problem: How do you make a game with the fast action and quick reflexes of a shoot-'em-up, but make it completely non-violent?

PLAYABILITY

Like most Nintendo games, it is easy to get into and plays like a dream - it shows why Nintendo are still top!

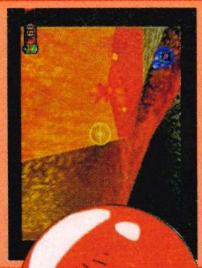
For all intents and purposes, *Pokémon Snap* is an on-the-rails shooter, with heavy weaponry replaced by a camera and film. On safari on Pokémon Island, it's

Software supplied by: **Madeira Games**

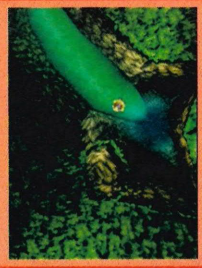
BUSTED!

You can use the objects you obtain to get some hilarious reactions from different Pokémon!

The apple, for example, is a tasty treat, but it's also quite solid and can be thrown with accuracy at the little critters' heads!



You can create some stunning fireworks on the volcano level with a few well-placed shots with the apple!



To open this secret pathway on the river level, you're going to have to have a sharp eye and an accurate aim...

Knocking these guys over makes them so mad that... they turn the TV on.

your job to photograph and catalogue all of the monsters. Travelling in an indestructible environmental pod, you get to see all kinds of Pokémon at work, rest and play. At the end of the level, you choose your favourite half-dozen photographs, and Dr. Oak will rate them depending on composition, action and other attributes. Unfortunately, many of the Pokémon are hidden or shy, and as you progress, you attain certain items such as the "apple-shaped Pokémon food" (err... not 'an apple' then) and a flute, which can be used to get different reactions from the monsters. Throw an apple at Pikachu, for example, and he'll perform a back-flip of joy (but be careful not to hit him with it and knock him out), while knocking a charmeleon into a lava pit will start his transformation into a massive fire-breathing dragon! It's this interaction with the environment around you and the effort that you need to put into finding Pokémon in hiding that makes *Pokémon Snap* so great.

The graphics and sound aren't going to be winning any awards, but if you love Pokémon, you'll love this, as will anyone who just loves great games.

RATED BY: JON TOTAL N64

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

Another slice of innovative and thoroughly playable fun from Nintendo.

ACID TEST

- Superb gameplay. Pokémon are cool!
- No multiplayer. It's not the greatest looking game.

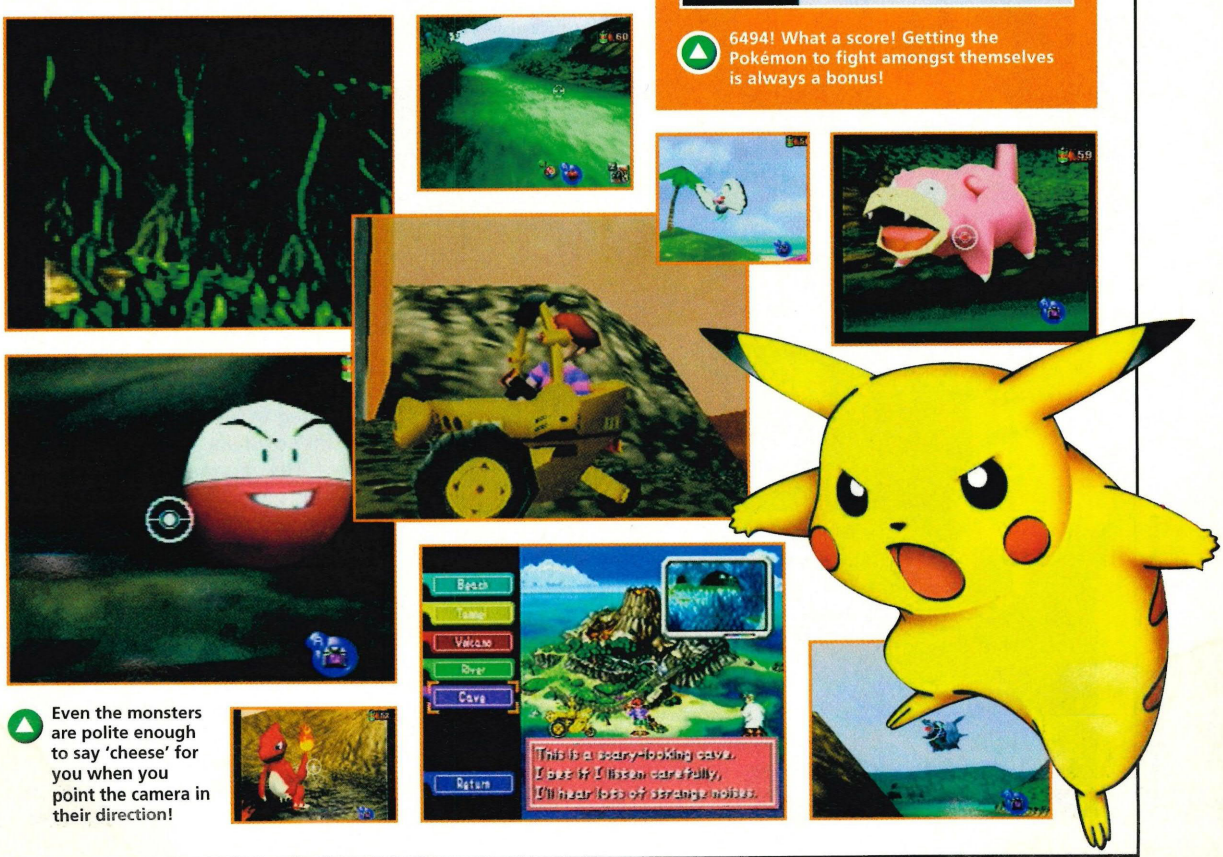
86%

POKÉMON REPORTAGE

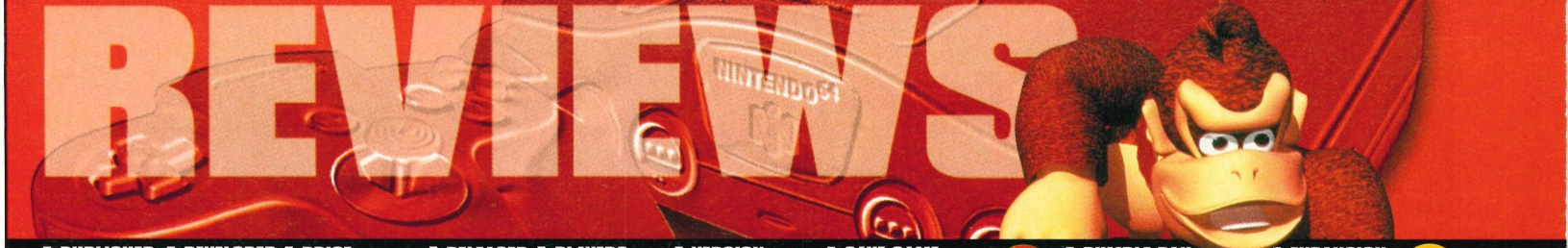
The reason for this silly expedition is that you have to fill up the Pokémon Report with pictures of every species. It also allows you to store your best pictures for later reference!

Now I don't believe you wanted to do that!

6494! What a score! Getting the Pokémon to fight amongst themselves is always a bonus!



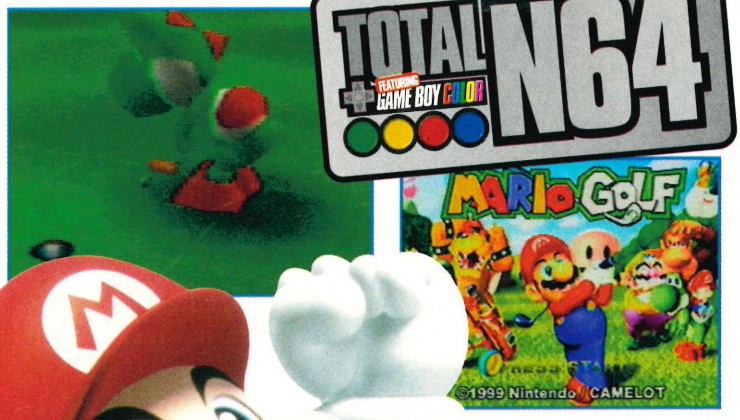
Even the monsters are polite enough to say 'cheese' for you when you point the camera in their direction!



PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
NINTENDO	IN-HOUSE	APPROX. £50	OUT NOW		NTSC	BATTERY BACK-UP	YES	NO

MARIO GOLF

TOTAL N64 FEATURING GAME BOY COLOR



Country raves in Marioland are rather more tame than the usual...

Yoshi feels the effects of a night on the razz...

What do you do when you're a short, fat, Italian plumber on a break from saving princesses from evil megalomaniacs?

If your name's Mario, then apparently you pick up your clubs, pack your balls, and tuck your socks into your ridiculous chequered trousers (probably). Yes, as if roaring around race tracks in motorcarts isn't enough of a hobby to take your mind off the damsel in distress, that old adrenaline junkie Mario has turned his gloved hands to golf.

Golf games have always been something of a poor relation to other sports sims such as soccer, ice hockey and basketball, and the clever people at Nintendo probably figured that if anything (or anyone) is going to make the public buy a golf game, it's going to be that franchise-friendly fella, Mario.

The Japanese version of *Mario Golf* has been available for a short time, but because it was written in their language, it was totally inaccessible. Nevertheless, it was recognised as an entertaining and colourful romp.

Now that the options can be deciphered, it's clear that there is much more to this game than just the straightforward tournament. While the main tournament in one player is for golf fans only, a number of other variations make a one-player game much more colourful. If you are going to be a challenger for the tournament then you must know how to putt, chip and drive, and if you want to polish up your skills then you can use the training facility. When you think you're good enough, you can build up your collection of Marioland characters by beating them on the green. Alternatively, you could play a round of speed golf if you find the sport to be a mind-numbing experience at its normal pace, or you can always knock your ball around a crazy golf course. Disappointingly, the crazy golf courses omit any crazy element whatsoever – where are the windmills and the tunnels?

PLAYABILITY

It looks great, and it really comes alive in multi-player mode, but Mario Golf is just another golf game, no matter how souped-up it is.

Anyway, it's in the multi-player option that *Mario Golf* really excels; teeing off against your friends is far more entertaining – especially when

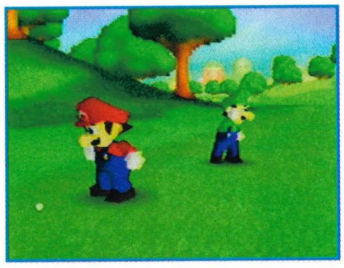
Software supplied by: **Madeira Games**

BUSTED!

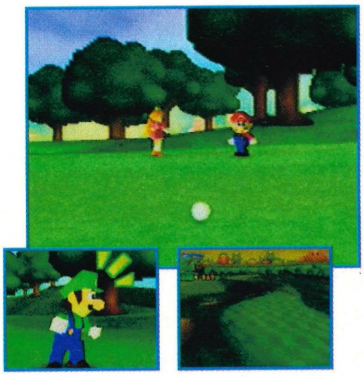
PUTTING
Awareness of the gradients and control over your power are vital when you're on the green. Use the 'R' button to view the different settings before putting.

DRIVING
The most important thing is to hit the ball as hard as you can, so select a 1W club and smack it. Make sure that you know where you're shooting or you'll end up in a bunker, though.

CHIPPING
If you do end up in a bunker or in the rough, you'll need to be able to chip yourself out of trouble. A sand wedge or 9I are the best clubs to use here.



Mario and Luigi find their ball, but they appear to have left their irons back at the clubhouse.



one of you is prone to finding the lakes and bunkers.

Overall, *Mario Golf* looks great and is a fun addition to the Mario franchise, although it suffers from the inevitable restrictions of a golf sim. However, if you really want to enjoy this game, don't play it alone.

RATED BY: NEIL TOTAL N64

TOTAL N64 PLAYED & RATED

A good golf game, if that's your cup of tee, with lots of sub-games.

ACID TEST

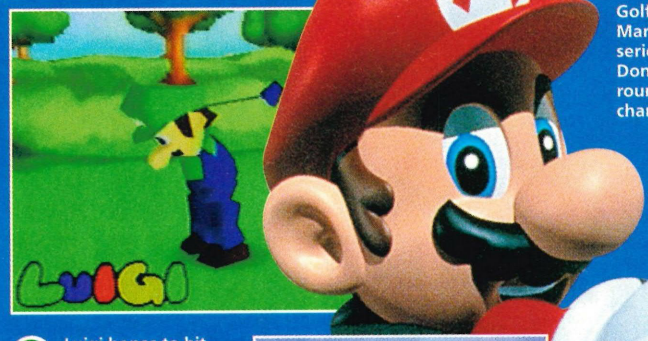
+ The multiplayer mode can be highly entertaining.

− Don't attempt the yawnsome one-player tournament.

81%

JOIN THE CLUB

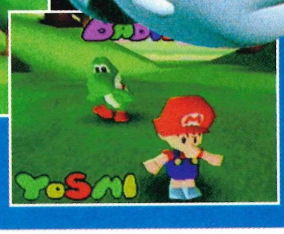
Golf appears to be a popular way to relax in Marioland, as all the regular characters from the series pop up. So, if you want to check out what Donkey Kong's swing is like, or fancy playing a round with Peach, then now's your chance. Each character also has his/her own skills on the course.



Luigi hopes to hit the ball a fair way

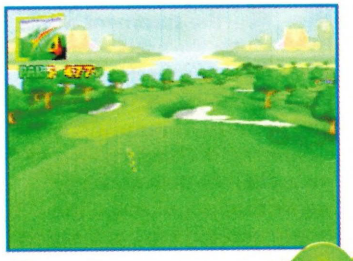
Mario tees off... With a waistline like that he could be mistaken for US golfer, John Daley

Plum... a girl on a golf course! Only in Marioland could this be allowed!



Peach has never been a caddie, so why did Mario keep saying that she gave him woods?

Baby Mario and Yoshi... Again, you can guarantee they wouldn't be granted membership if this was on our planet.



Sun, sand, and... err... seven irons. This is golf, Marioland-style.

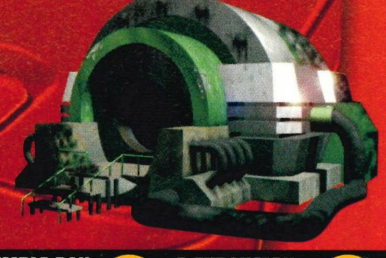
They can't help but contain their mirth as Donkey Kong struggles in the bunker!

FORE!

If you want to attempt a par hole whilst knocking your ball through a giant ring, then you've come to the right place. Or maybe you'd like to see who can complete the 18 holes in the quickest time?

Baby Mario must play a 290 yard shot onto the green while going through the three rings and avoiding the lake. I bet his diaper's full!

REVIEWS



PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
NINTENDO/THE	WESTWOOD	€50.00	OUT NOW		PAL	MEMORY PAK	YES	YES

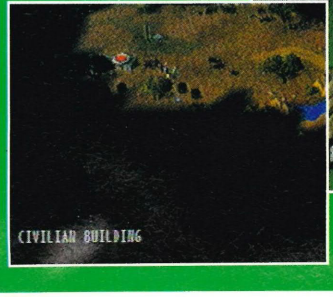
COMMAND & CONQUER 64

TOTAL N64 FEATURING GAME BOY COLOR

Sim City with real-time strategy combat and big guns? Command & Conquer makes its 64-Bit debut!

SPEC OPS

Another game option is the ability to play Spec Ops missions, concentrating on a Chip Hazard-style nutter commando and a smaller force. Only veteran strategists need apply.



Occasionally, your commando will scream out a ridiculously OTT military quip!

've conquered worlds" – the comment made by the scary-eyed Irish lad from the PlayStation advert. The game he is referring to is *Command & Conquer*, a three-year-old real-time strategy game that popularised the genre and did big business on Sony's machine.

As part of Nintendo's drive to give their console a more mature look, they've pushed to get *Command & Conquer* on the machine – but why would N64 owners want to get their hands on such an old PlayStation title?

For a start, it's been given a major graphical overhaul. Gone is the 2D look of the past, to be replaced with a beautiful 3D landscape and highly detailed military units. The weapons effects are also cool, and it even supports a hi-res option utilising the Expansion Pak.

You start by choosing whether you want to play as the good guys (the GDI) or the baddies (the Brotherhood of NOD). The next thing you need to do is find a strategic location for your base, preferably near an area rich in Tiberium ore, which needs to be mined in order to build up resources. Your base is then enhanced by the additions of power plants, Tiberium refineries, airstrips and barracks, and you then need to defend this while building up a huge army of tanks, helicopters and infantry.

ACCESSIBILITY

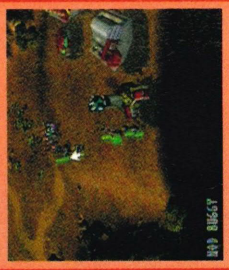
If you've never played a game like this before, it may take a while to get into, but it's all quite simple once you get the hang of it.

Once your army is ready, you need to split them into units and use them to perform certain tasks, and this is where most of the strategy comes in. For example, your tanks are susceptible from enemy bazooka

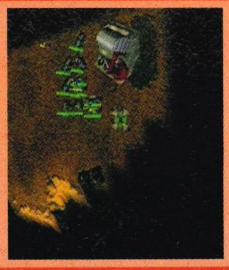
Software supplied by: **Madeira Games**

BUSTED!

If you are tired of having to strain your eyes to look at the little soldiers, then try holding L and pressing C-Up or C-Down to change the camera view!



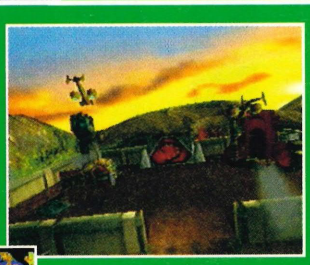
If you want to build things away from your base, use sandbags to create a chain. You can even build units inside your enemy's base using this trick!



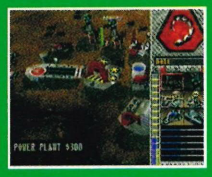
You can use sandbags to build around enemy units and make them prisoners of war. As long as you don't go too near to them, then they won't try to shoot the sandbag walls down! This serves no real purpose, but it is fun!

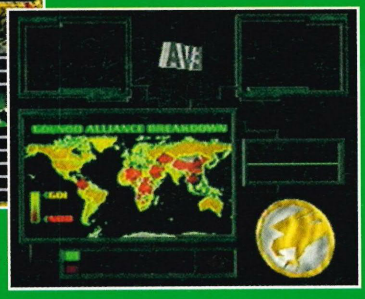
BATTLE OF THE PLANETS

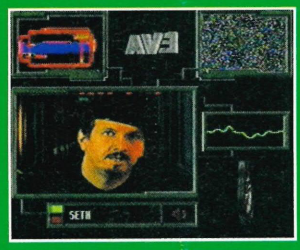
You get to choose whether you are going to play the role of the GDI or the Brotherhood of NOD. The GDI are the protectors of innocent people, but NOD love to indulge in a spot of ethnic cleansing, which adds a bit of a worrying moral dilemma...



You're treated to a cut scene like this after you complete each mission. It's the same cut scene every time though...







This is Seth. He claims to be working under the Brotherhood's leader, Cain, to bring peace to the world. A nasty bit of work indeed.

attacks, so you should assign a unit of grenadiers to protect them. Defending your base while running a distraction by torching a village and then sneaking some saboteurs into your enemy's base gives you an amazing feeling of achievement and smugness.

All in all, if you haven't played it all before on another format, *Command & Conquer 64* is a brilliant title. It's a shame that a multiplayer option is unavailable, but even without it, this is a highly addictive and different N64 game that'll keep you engrossed for ages.

RATED BY: JON **TOTAL N64**

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

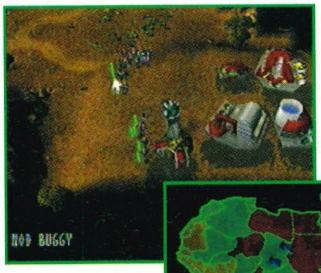
The best real-time strategy game on the N64... ever!

ACID TEST

- ✚ Loads of depth. Rock hard.
- ➖ No multiplayer mode. You may have seen it all before.

89%

The skirmishes are highly detailed and often very amusing too, it's more comical than violent...



You must always make sure you protect your base, no matter what...rebuilding is an expensive and time-consuming process.

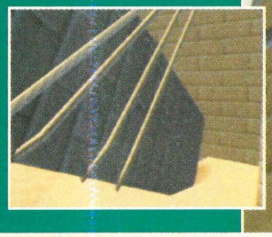
REVIEWS

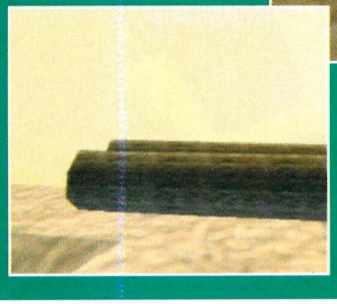
PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
NINTENDO	BLUE PLANET SOFTWARE	£50	OUT NOW		NTSC	MEMORY PAK	NO	NO

THE NEW TETRIS

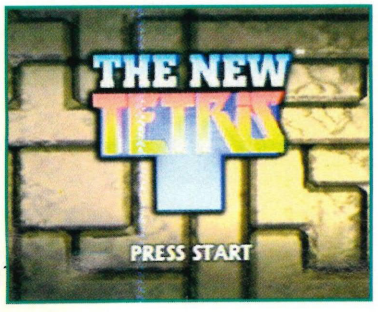
OPEN SESAME

Without sounding too despondent, the opening sequence of *Tetris* proved rather a disappointment. With the game itself offering very little in the excitement department, we thought the intro sequence could muster some energy with blocks crashing everywhere and everything concluding in a colourful dusty haze! Sadly, this doesn't happen at all.





The complexity of the graphics engine driving this cut-scene is on the edge of what technology can achieve right now. Oh..."Coxy! You put the wrong shot in!".



The opening title screen of *The New Tetris*. As one can see, it is a lovely amalgam of browns and blues, making for a pleasant, eye-soothing event.

"Have any of you heard of Tetris? We can only assume this is a new puzzle game to hit the videogame world. Oh, and it's awesome!"

That little line was plucked from an old review of the original *Tetris* in a magazine from way back. It says *Tetris* was "awesome", and who are we to argue? It was the game that launched a thousand puzzlers, and has become, arguably, one of the most infamous titles in videogame history.

These notorious titles aren't common in this day and age, with the industry forfeiting innovation for financial saturation. We have become drones in the perpetual software conveyor belt that encourages sequels and trusted concepts and leaves little room for daring, untried projects. Even the great *Tetris* has been re-animated for disposable use in the late 1990s. If we take you back to over a decade ago, the launch of this wonderful puzzler invited global recognition, to such an extent that even the USA and the then USSR had disputes over the acknowledgements and financial rights to it. Well, *Tetris* then was merely a flat, one dimensional puzzle game that offered no incentive other than to just fit shapes together and eliminate blocks. It was a basic concept, but one that proved emphatically successful.

Sadly, *The New Tetris* on the N64 isn't that new at all. Still we have the same coloured blocks, still we have the pretty

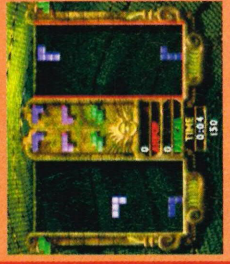
GRAPHICS

Just as we expected; the usual array of multi-coloured blocks and detailed background patterns. Nothing really different from all the other Tetris games that have gone before.

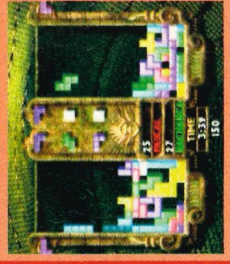
Software supplied by: **Madeira Games**

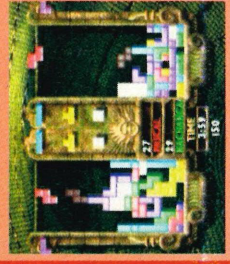
BUSTED!

INTENSE GAMEPLAY MODE
Enter your name as "2fast4u" in the single-player name entry screen for some fast-paced, block-dropping action. Then just play as usual, and get ready to lose, hehe.



When playing in a two player mode, the most valuable advice available is to avoid going for the four-line Tetris. Keep your tower as low as possible and make sure those extra blocks find their way to your opponent's panel.





background patterns, and once again we have to fit shapes together to eliminate lines. There are several modes of play, none of which are particularly innovative or generally exciting, and these can be performed in one, two, three or four-player modes. It has to be said, the four player mode is the pick of the game – but isn't that the case with most N64 games? The screen becomes quartered and extremely cramped – you'll often find yourself squinting at the screen – with each player having to keep the tower at a low level whilst columns are added to opposing players. Whilst this is the high point in the game, generally *The New Tetris* is very average.

Fans of *Tetris* will be drooling at the prospect of this N64 version, but sadly the rest of us could benefit from looking elsewhere for cranial challenges.

RATED BY: LEE TOTAL N64

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

Do you want to spend your money on a game that lacks anything new? It's an uneventful episode in the *Tetris* serial.

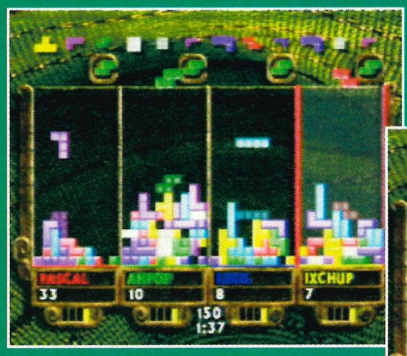
ACID TEST

- Fans will adore it – especially the four player mode.
- We've seen this genre done to death over the years.

77%

MULTI-COLOURED

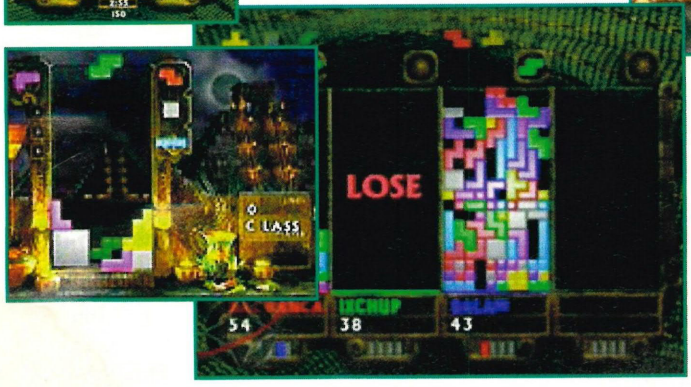
There isn't really that many features that could set the original *Tetris* apart from the N64 version we have here now (taking into consideration the obvious graphical enhancements, that is). The four player mode does redeem *Tetris*, albeit in a very minimal way, but four player games are generally better than single player and, once again, *Tetris* is no exception.

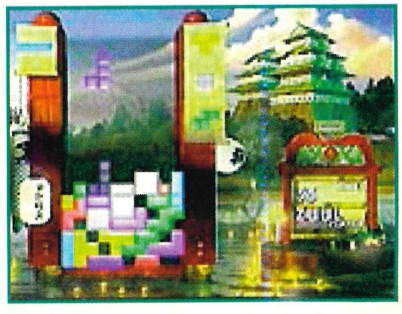


The four player mode is the only reason why you would possibly be thinking of investing in this title.

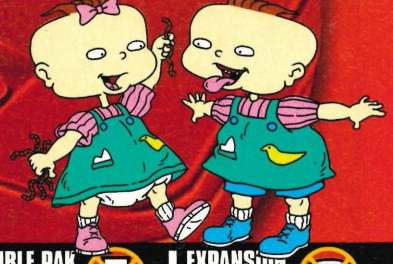
Any guesses as to who's screen is going to say "Lose" next?

Following tradition, after each bout you are presented with a screen of statistics and score charts. These denote who won what and when.



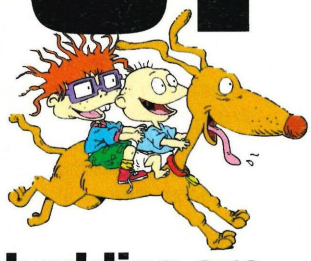


REVIEWS



PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
THQ	REALTIME	£50.00	OUT NOW		NTSC	MEMORY PAK	NO	NO

RUGRATS: SCAVENGER HUNT



THE FAT OF THE LAND

There are a fair few different levels to play, and each specific one comes in three different sizes, conveniently labelled as small, medium and large. The boards of play initially available are an underground Inca-styled tomb level, an underwater level complete with transparent scuba diving helmets, and bubbles and large chocolate sundae for dinosaurs! Honest!

You get to play as the legendary Reptar at some points in the game.

Tommy, Chuckie and buddies are about to grace the N64 in a Mario Party-style bored game adventure. Oops, I meant board!

***Mario Party* has undoubtedly set the precedent for the videogame industry's newest and unlikeliest genre – the electronic board game simulator. With the aforementioned Nintendo title scoring favourably with the eager beavers of the specialist press and the N64 owner base lapping it up in large doses, giant publishers THQ are about to hop aboard the bandwagon with their own turn-based simulation. Based on the successful Nickelodeon cartoon series Rugrats, the eponymous software provides you with the opportunity to guide these hapless juniors around a large hazard-fraught game board encountering all manner of potential disasters.**

The initial storyline is loosely reminiscent of the Hollywood movie Jumanji, starring the rubber-faced comedic actor Robin Williams. The Rugrats stars, Tommy, Chucky, Phil and Lil, are sat around a mystical board game with their blatantly moronic folks unaware of the incomprehensible fate that awaits them. After some fumbling with the game figures and the subsequent breakage of one of the pieces, the children are literally sucked into the game itself. This is where you come into the fray.

GRAPHICS

Not a bad selection of moving pictures, but having said that, not a lot is really needed. After all, it's just a few babies on a glorified Monopoly board.

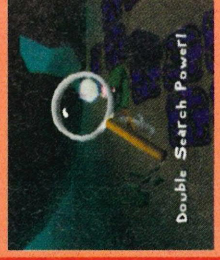
You can choose to play as any one of the children over any of the three initial game boards. You can play alone with three CPU characters (fun if you have no friends, but the computer-controlled players sometimes take longer on their goes than your dopey mate with the runny nose)

Software supplied by: **Madeira Games**

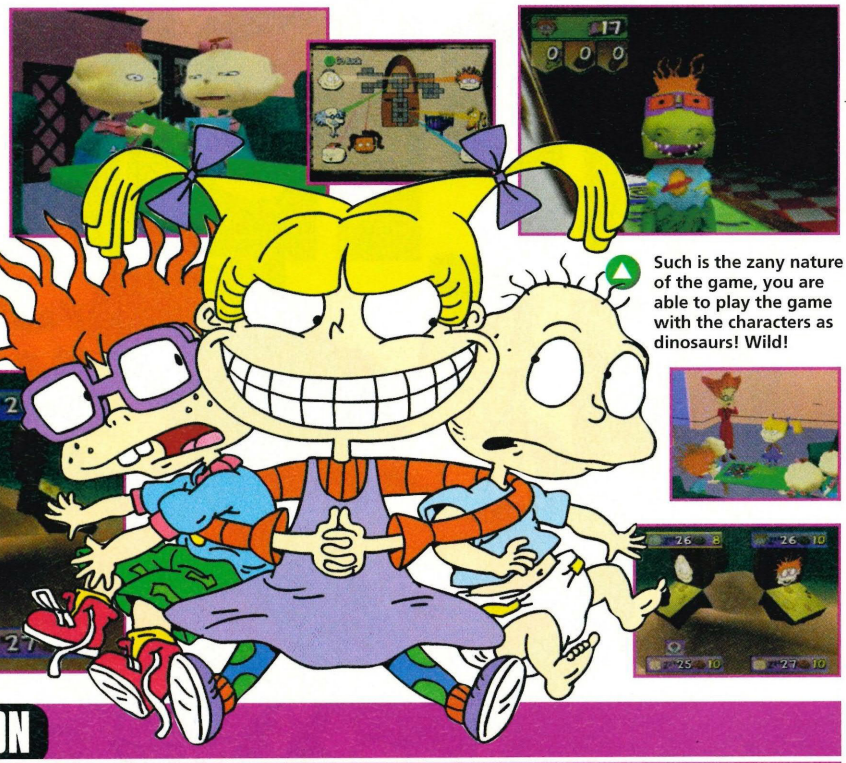
BUSTED!

There are a number of ways to make your playing of *Rugrats* a lot easier and more efficient than your friends. The first tip is to rotate the camera and check the board for hazards before making a move. You opponents will get frustrated, but it's well worth doing.

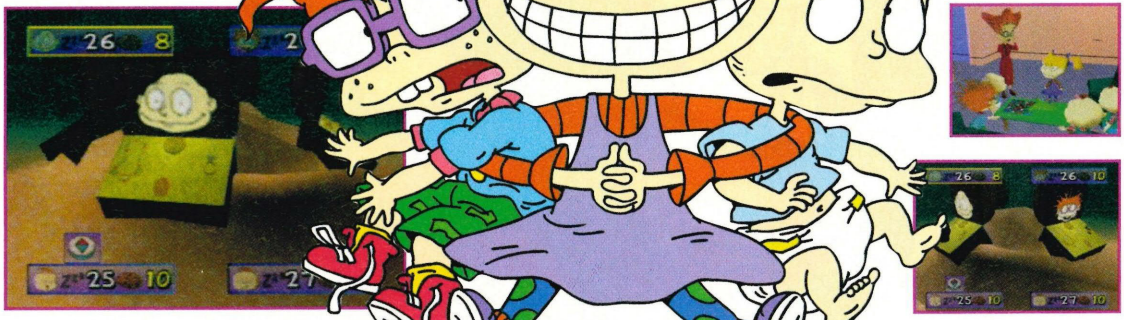
You will need the double search device to stand any chance of finding the pieces of the puzzle. This enables you to check behind two hiding place as opposed to one, thus giving you an extra chance to find treasure.



In classic American tradition, we are treated to endless references to cookies. "A baby can never have too many", they annoyingly repeat.



Such is the zany nature of the game, you are able to play the game with the characters as dinosaurs! Wild!



or with three of your chums. The action is turn-based, so you'll spend most of your time waiting for your go and doing nothing in the meantime (unlike *Mario Party*, where the sub-games regularly keep you on your toes).

It all comes down to an age thing really. Overall, the game isn't all that bad. If you like the Rugrats cartoons and you have a duvet and curtain set to verify your fanaticism, then you will melt with pleasure at this. But for the majority of us over twelve-years-old, this will be a waste of valuable *Resident Evil 64* and *Perfect Dark* cash. Save your money for something a little more appropriate.

RATED BY: LEE TOTAL N64

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

The kids will love it, but Rugrats should really have remained an animated cartoon series.

ACID TEST

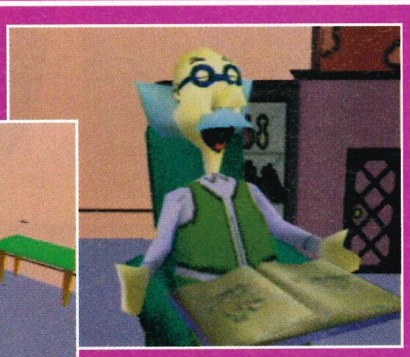
+ Definitely a worthy title for any younger N64 owners.

− I don't wear nappies. I don't like them. Goodbye.

59%

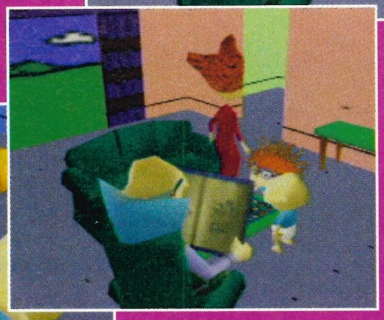
OUT OF TOON

As one would expect for software based on a cartoon series, the game is literally full of animated sketches. There are opening scenes featuring all of the characters and a number of mini in-game ones. They're not the greatest sequences you'll ever see, and you'll often wonder why you didn't just buy a different game and a Rugrats video.

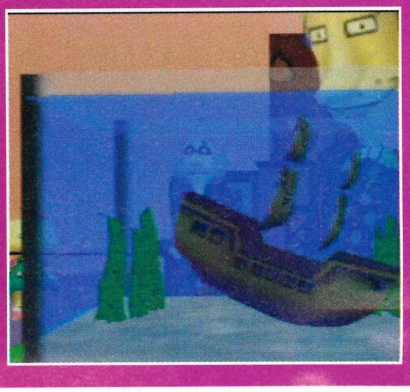


Grandpa cannot contain his excitement about the whole thing...no, he's not asleep!

Angelica remains in her usual ebulliant mood throughout most of the game!



I wonder where I can get one of those trendy suites from. MFI perhaps?



REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
TITUS	TITUS	£50.00	OUT NOW		NTSC	MEMORY PAK	YES	NO

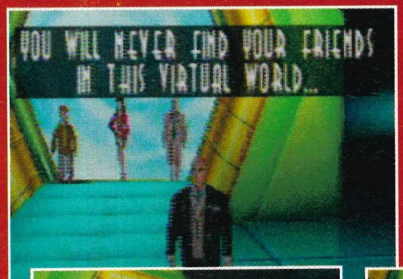
SUPERMAN 64

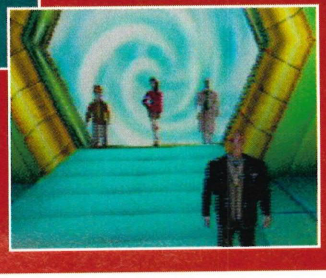
Faster than a speeding bullet! Is it a bird...? Certainly not. This is Superman – hero to many, and star of this horrid game...

There are few who can claim to not recognise the outlandish blue and red outfit of Superman. His enigmatic coiffeur and bulging muscles make him an irresistible catch for any wanting fair maiden in distress, and his constant quest for universal calm amidst a choking cauldron of wannabe master villains ensures his popularity to the masses. The Superman licence is a real coup, one which Titus can really shout their corporate mouths about and make a stinging noise in the industry corridors. However, such licences have recently proved backward in their advance, with top stars flogging proverbial 'dead donkeys' and doing little for their legion of admirers who buy the product for a fantasy ride with their idols. *Superman* is one such title. With an army of baiting pre-pubescent fans and wannabe superhero dads alike, the son of Jor-el is sure to make a welcome addition to many N64 collections... It's just a shame it won't be a quality one.

Frankly, *Superman 64* is unrelenting, money-spinning drivel. It has no place in anybody's games cabinet and should be shunned in the stores. Surprisingly, it has sold bucketloads in the States – proof once again that Americans can't actually read – and is geared for a heavy-duty marketing campaign on these shores soon. Our advice to you is STAY AWAY and don't be

WHERE'S MY SICK BAG!?





With the N64 finally adapting to the cinematic style of videogaming and recently throwing a series of exciting and well presented opening scenes our way, it was with cries of disapproval that we measured the *Superman* intro. Looking like a scene from a C64 game in 1985, you could say we were a little discontented.

GRAPHICS

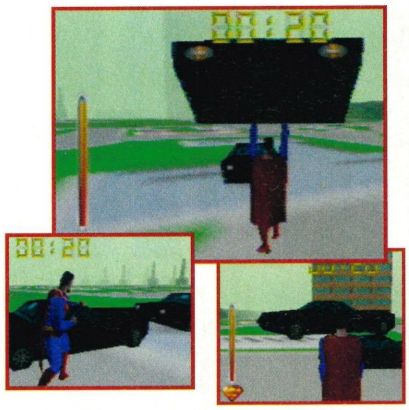
Oh, the fun we had looking at this! The sharp edges on the polygons gave Superman 'pixie' boots. The fogging is horrendous, jerky animation... the list is endless!

Software supplied by: **Madeira Games**

BUSTED!

PLAY AS A CAR!
Go to Practice mode in the title screen. Pick up the car (with B) and fly with it (Z). Then go through all the rings around the Lexcorp building, and once you fly through the last red ring (remember you MUST fly through it), you should end up inside the car.

LEVEL SELECT
First beat the first ride. When it asks to save, enter YES. Now exit to main menu and go to Load Game. When it asks to enter Rumble Pak, press B, then A. You should now have access to any level.



brainwashed by the adverts! There are no redeeming features whatsoever! The gameplay is shoddy, the graphics are third rate, and Superman's own monotone voice becomes repugnant within minutes of play... What a disaster this title really is. It would be more enjoyable sunbathing in the shadow of a sweaty fat guy than staying indoors playing this.

To round up, it wouldn't be unfair to say this game really doesn't do any justice to the license. It was delayed due to gameplay problems which still haven't been addressed, and subsequently the whole thing has suffered. Do not get this game.

RATED BY: LEE TOTAL N64

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

This game symbolises all that is wrong with the world today.

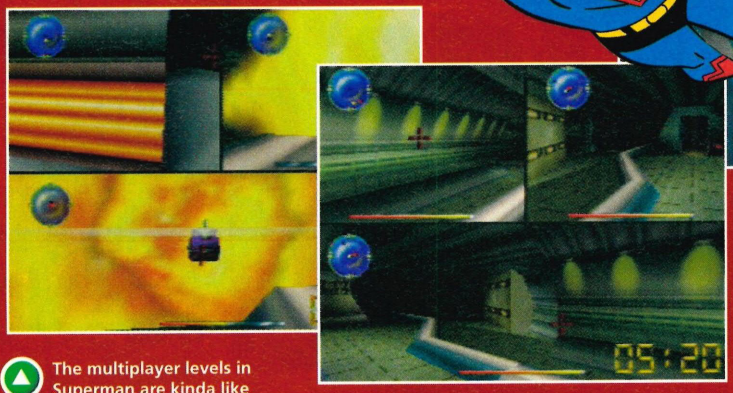
ACID TEST

- \+ It's Superman and he's cool.
- − It's Superman and it's total garbage.

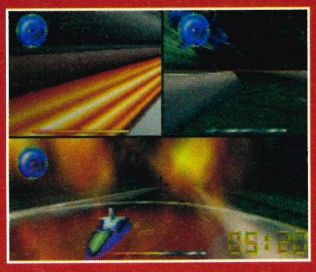
9%

I NEED HELP, I DO!

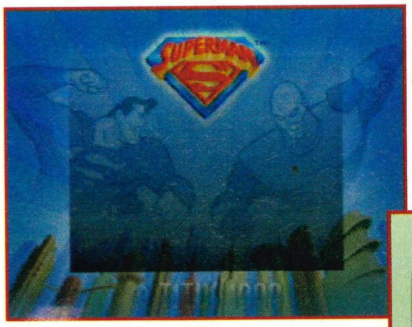
The summer just flew by with these multiplayer options! There are two modes of play – racing and fighting – and one to four players can take part. Nothing could contain our excitement as we fumbled around in our spaceships!! Drove through underground tunnels!! And without a sniff of Superman's presence.



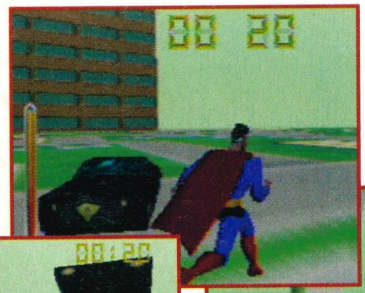
The multiplayer levels in Superman are kinda like playing *Forsaken*, only in "crap" form.



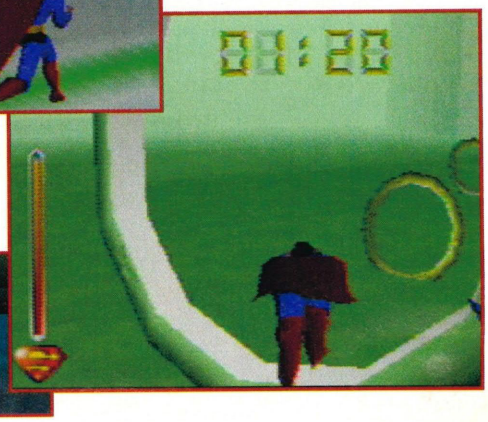
It really is all as bad as it looks, or, if you can imagine it, even worse.



To give the illusion of speed, the developers have tried to make streaming shadows of the hero as he runs... Tried!



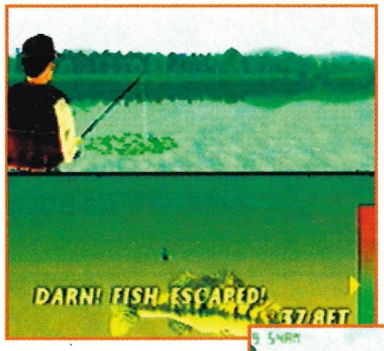
The best screen in the game! It's only an option screen, but one can't fault it.

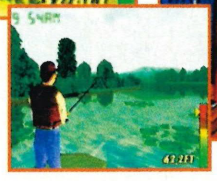


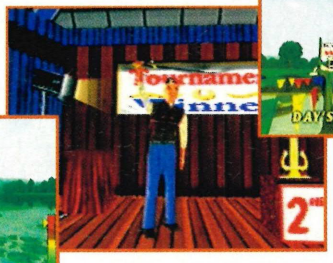
REVIEWS

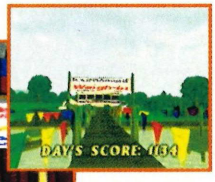
PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
TAKE2	GEARHEAD ENT.	APPROX. £50	OUT NOW		NTSC	MEMORY PAK	YES	NO

IN-FISHERMAN BASS HUNTER 64









'Darn' may not seem a strong enough word when you have been fishing for half an hour. We await the uncut version.

GETTING TO GRIPS WITH YOUR TACKLE

Depending on the water conditions and where the fish are swimming, you may have to use different baits. Although you start off with two different types – the crank bait and the surface lure – if you want to land a monster bass you'll have to save up the points and buy better stuff.

The Bomber – the Dwight Yorke of the bait world; it's expensive and can't wait to get hold of a bit of bass.

The crank bait apparently imitates minnows, frogs or crawfish. It is still perfecting its tadpole and Michael Caine impressions.

Fishing is enjoyed by more people in Britain than any other sport, but can it work on a console?

If you were told that you could now wrestle with your rod and tinker with your tackle in the confines of your own bedroom, you would probably reply that you already do and that it's damaging your eyesight, but you would be missing the point entirely, because now you can experience all the wonder and enjoyment of fishing on the Nintendo courtesy of *Bass Hunter 64*.

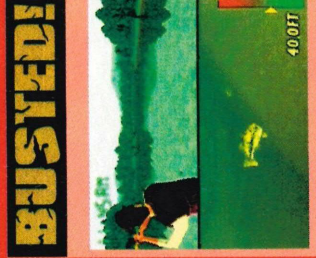
According to statistics, more people go fishing every weekend than watch or play football, cricket, rugby, or... err, cheese rolling. So, if you happen to be one of those wader-wearing fanatics, then you're probably quite excited about the prospect of enjoying angling on your N64. But how can you hope to capture the sights, sounds, and (most prominently) smells of fishing on a screen? Quite simply, you can't. *Bass Hunter 64* is packed full of options and equipment you can fine tune, but angling is not a sport which can be simulated.

The premise of *Bass Hunter* is to build up your career as a fisherman by participating in various tournaments and collecting trophies and points from them. The more points you obtain from the tournaments, the more sophisticated the gear you can buy from the shops. So, once you have upgraded your boat, rod and tackle to the very best, you can be a veritable Rex Hunt of the fishing circuit. How receptive the fish are to your tackle also depends on the time of the year, the weather, and the water conditions. However, even with all these variables and the added bonus of the Rumble Pak which imitates the shaking of the rod when you have a fish on your line, it still just doesn't

GRAPHICS

Fishing has never looked so good. The lakes are scenic, the casting looks authentic, and it really seems like the fish is putting up a fight worthy of Jaws.

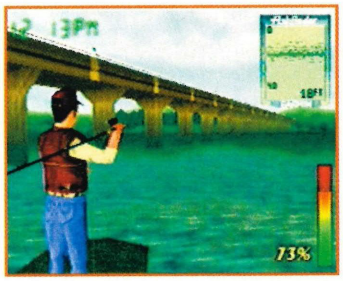
Software supplied by: **Madeira Games**



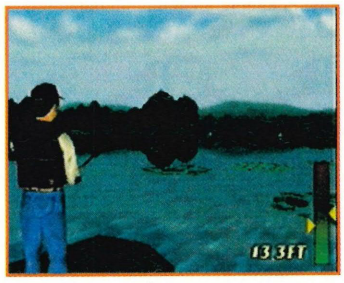
The motion of the bait attracts the fish. Once you've got a fish on your hook, the trick is to land it. As soon as it bites, pull back on the control pad.

Keep reeling in using A, and steer him towards the boat. Adjust the drag with the C buttons, but not too much or the line will snap

Nice and steady does it, and you'll finally land the product of all your hard work, a 1lb minnow, which has to be thrown back because it's not a tournament fish.



Jack Charlton has far too much time on his hands since quitting soccer management.



work. Most people go fishing to get away from the wife and breathe some country air – catching fish is only a minor priority – so sat in a smoky lounge waiting for a fish to bite misses the point by a country mile. *Bass Hunter 64* will be a terrible bore for most gamers, but if you really **must** buy a fishing simulator, then this is as good as it gets. Unfortunately.

RATED BY: NEIL **TOTAL N64**

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

Fancy staring at a screen, waiting for something to happen? Kiss my bass.

ACID TEST

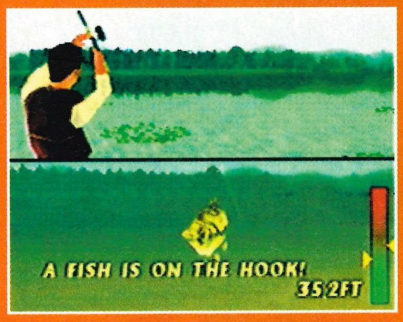
+ Looks atmospheric, and animation on the fish and angler is great.

− Sitting around waiting for a fish to bite is not fun on a console.

65%

THE HUNT IS ON

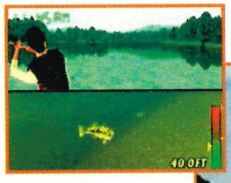
Before you can land a whopper, you've got to find where the little blighters are hiding. Although you start the game standing up, rod in hand, the only thing you'll catch like that will be exposure, so get in the boat and keep an eye on the fishfinder in the top right of the screen.

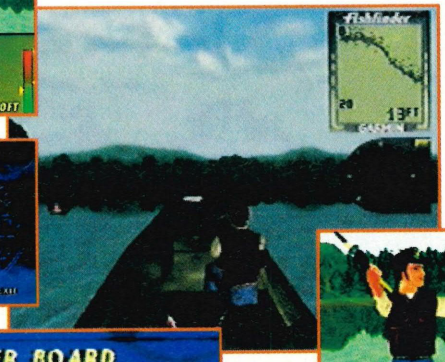


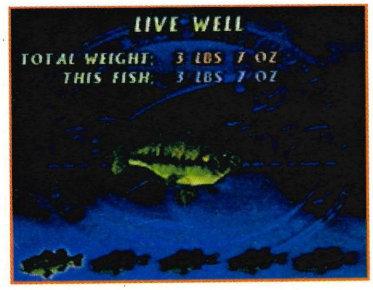
A bite! If Captain Birdseye wasn't so busy playing with the children, he'd be proud.

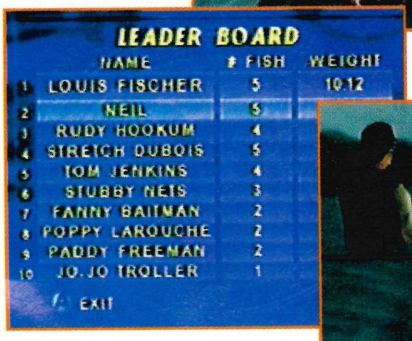
Cut the engines on your boat when you've found the bass, then cast a line into the murky depths and hope for the best.

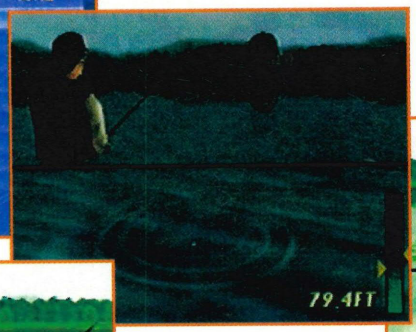
As you're cutting through the water, check for black blobs appearing on the fishfinder. If one appears then it's fish ahoy!



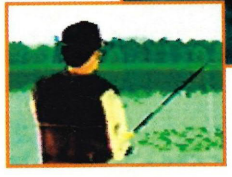




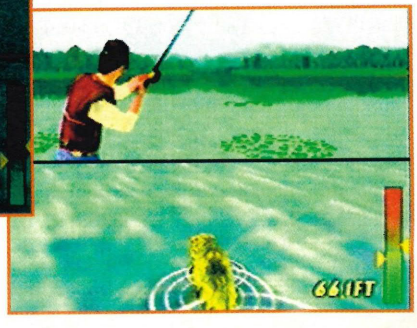




Here we can see that Fanny Baitman is slowly creeping up the leaderboard, *just* nudging past Poppy LaRouche...



It may be worth attempting to endure the adverse weather conditions...



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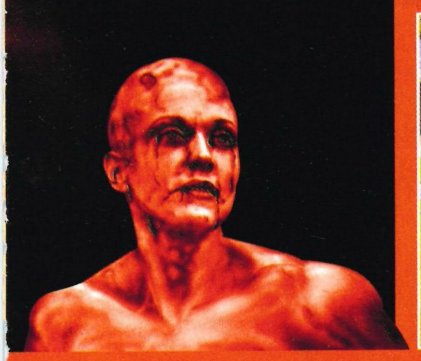

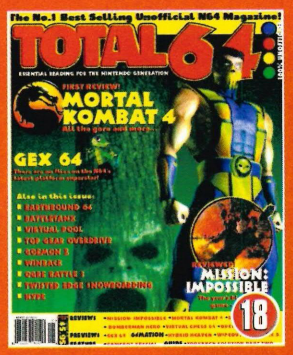

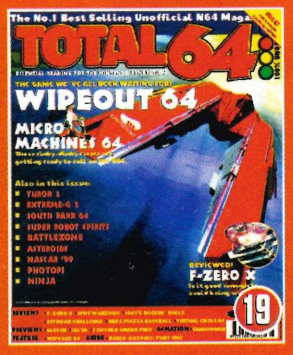

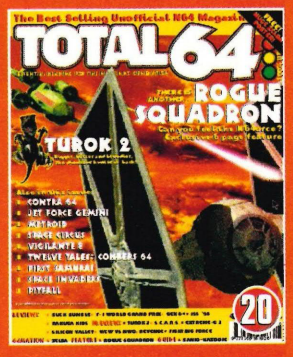

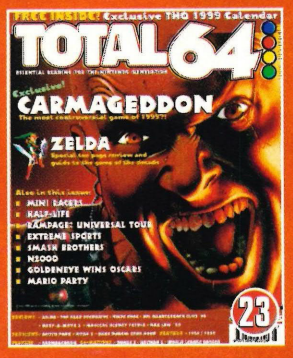

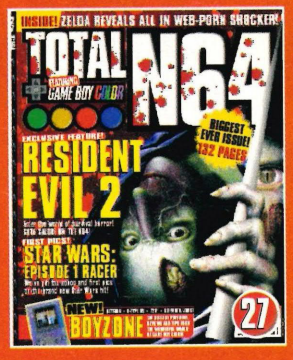

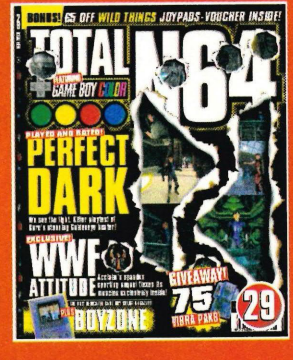

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BURNING ISSUE 58

It's too hot to handle! Every month we print the best and worst letters that you send to us - send us a letter and join in the fun!

ART 60

'Can you tell what it is yet?' More pictures, cartoons and damn fine efforts from budding artists. Has your picture been printed this month?

READER REVIEWS
WRITE ON! 61

Once more we offer you the chance to get your reviews into our mag. This month *Duke Nukem 64* and *ISS 64* get the treatment.

TIPS INDEX
BUSTED! 62

If you can't get past level one then this is the place to be. All the cheats and codes for all the latest games can be found here!

HIGH SCORES 88

Reckon you are good at games? Well if you do, here's the place to show your mettle! Check out these pages to see the best of the best!

TOTAL RECALL 92

Total N64's thorough round-up of every game on the N64. We've played all of them!

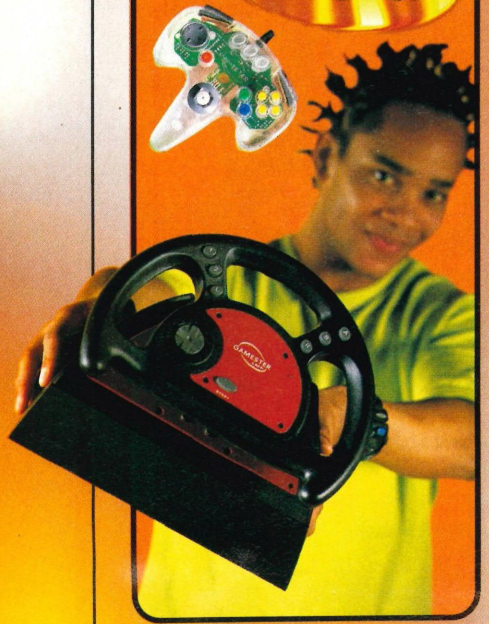
THE BURNING

Write to: The Burning Issue, Total N64, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

The Burning Issue gives you, our beloved readers, the opportunity to air your views. You must have something N64-related to get off your chest and here's the place to do it. What we are looking for is opinions, criticisms or good old fashioned venom. There are a wealth of top prizes supplied by dear old Gamester LMP that really ought to give you ample incentive. Get on your soapbox and spit it out! To make things even more tempting, you can now email your opinions to: burning_issue@rapide.co.uk

GAMESTER LMP

Each month Gamester will be providing us with some top quality prizes for your opinions on the hottest Nintendo subjects. We will give the 'Star Opinion' letter an N64 steering wheel and six lucky runners up will get a pad and a Tremor Pak with 1MB of memory. So get thinking and send in your thoughts or responses to any of the letters you read on these pages for the chance to your mitts on some cool free stuff!



Beaten into submission

TN64,

I have been trying to understand the logic behind the lack of beat-'em ups on the N64. Originally, Namco and Capcom used the price of cartridges and the user bases of N64s as their excuse, but with Capcom fine about making *Resident Evil* on a 512Mbit cart, that surely can't be the problem. The N64 has got twice the power and RAM with the Expansion Pak – the only advantage the PlayStation has is storage space – so if *Zelda* fits nicely on 256Mbits, I'm sure a few characters and some backgrounds could be squeezed into a similar-sized cart. We all know that it is the quality of the games that count, not the power of the console, and it has to be said that the while the N64 has got better corridor shooters, the PlayStation wins hands down in other departments like fighting and strategy games. Can you really recommend the N64 to a fighting or strategy game fan? Therefore, common sense would state that all fighting fans would have PlayStations and all corridor shooter fans would have N64, which could explain why developers keep churning out fighting games for the PlayStation and shooting games for the N64. I, like most N64 owners, really want games like *Tekken* as opposed to *Yoshi's Story* but don't want to drop down to an inferior machine, but come September there will be a new console twice as powerful as the N64 which already has several excellent fighting games. If Namco and Capcom won't make fighting games, Nintendo will have to make them to cover this gaming area or lose it to Sega. This makes Nintendo's decision not to bother releasing *Smash Brothers* here yet even more insane. At the most it would take three months to convert to PAL from its January Japanese launch, and Nintendo could have really done with more games during the first six months of the year. We all know *Tekken 64* would sell like hot cakes, but if Namco thinks it would be a loss-maker for some strange reason, why don't Nintendo agree to publish it if Namco make it?

Neil Hodge
Aylesbury

ISSUE

Busting a vessel

TN64,
Congratulations on the best magazine ever. It's excellent in every way a 64 magazine should be. Most 64 magazines are full of rubbish and junk, but not Total N64.

Now to the point. I am disgusted at the amount of games that look, sound and play like Sega Master System games. I was looking at Volume 2, Issue 11, when I came across a game called *Bust-a-Move 3*. I wondered what it was about. I only had to look at the pictures and read two or three lines to know it was a game that should be on a Super Nintendo. Who gave the rating for that game? I demand an answer! Is this a plan that Sony are using to sabotage our games and make dumb ones, thus forcing us to buy PlayStations?

How many people do you think will buy a game like that? It's not just *Bust-a-Move 3*, it's the lot – I was playing *Bust-a-Move 3* for an example! It may be good in lastability and playability, but how long do you think the 64 will last with stupid games like *Bust-a-Move 3* with ridiculous graphics and sound coming into stores everyday?

If you look at a PlayStation game, you will see that if it's not a great game but a good game its graphics, sound, lastability and playability is nearly as good, or even as good as anything we have seen on the N64.

Has anyone played *Spyro the Dragon* on PlayStation? I have. I thought it was a cool game, better than *Mario 64* and *Banjo-Kazooie*. *Banjo* and *Mario* are excellent games but fall behind *Spyro*.

Am I mistaken, or does 64 mean 64-Bit? Why aren't we using 64-Bit power all the time instead of games that are 12-Bit power? Most 64 games are excellent, but around 20% are shocking. Games like *Turok 2*, *Rogue Squadron*, *Star Wars: Racer*, *Zelda* and many others are the games that are boosting the lifespan of the 64, but when shocking games come in, the lifespan decreases. So it works both ways.

Keep up the good work on your fab magazine.

Kristopher Evans
New South Wales, Australia

Heading south to a very poor Park

TN64,
I have just borrowed *South Park* on the N64 from one of my friends. I am a great fan of South Park, but I thought the game was rubbish. I tried multi-player with my brother and we played it for about five minutes – neither of us was very impressed. I then tried single player and it was even worse. It has to be one of the worst games I have ever played. TN64 (that's you) are the only Nintendo magazine that didn't say that *South Park* was an excellent game, and you didn't give it a percentage in the nineties. WELL DONE TN64.

I have just completed *Zelda*, and I thought that it was the best game ever (you PlayStation fans don't know what you're missing out on). The graphics are amazing and the gameplay is great. Everything about it is excellent – it really is a top game. It took me quite a while to complete it, but it was well worth the money. So, if you're thinking of buying a new game, don't waste your money on *South Park*, buy *Zelda*.

David Farrell
Exeter

IN THE TRASH CAN

IN THE CAN
"Are Rare going to produce the brilliant Zelda 64 for the Dolphin" *Miles Gale*

IN THE CAN
"I'm sick of games. why can't we have other things on the N64"
Nick Grace

IN THE CAN
"I'm your No1 fan and I read your mag every month - can you send me some games!"
Aaron Taylton

IN THE CAN
"I don't want to worry you, or concern you about your jobs, but the Dolphin will blow the N64 away and nobody will want N64 magazines!"
Alan Graveney

IN THE CAN
"Can you play DVD's through an N64 - through a DVD player?"
Thomas Felton

ART

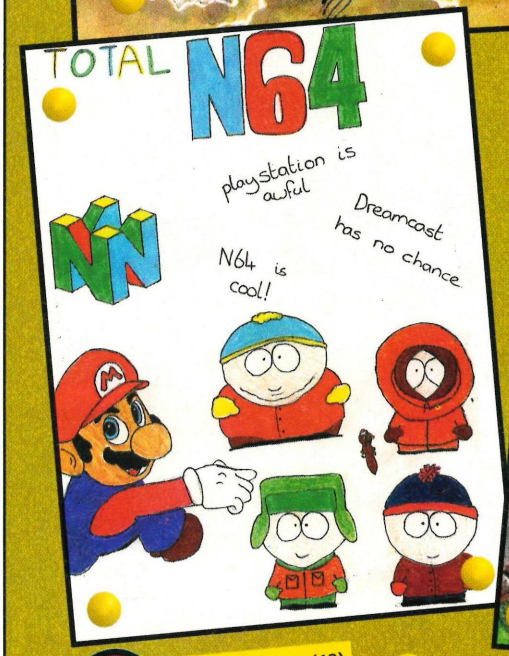
FIRE

Top prizes awarded for artistic endeavour! Thanks to those fine chaps at Fire, the Star Picture winner will receive an official N64 pad, two Jolt Paks with built in 1MB memory, two X-tender cables and two official N64 keychains. Runners-up will get a a Jolt Pak with 1MB memory and an official N64 keychain.

STAR PRIZE!

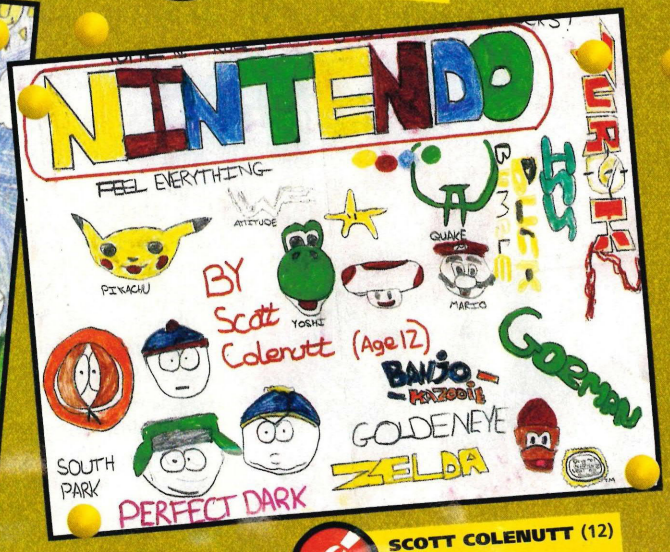
UGO NWOSU
LIVERPOOL

DAVID LEFTLEG [11]
WEDMORE



IAN LAWLOR (12)
LEEDS

ANNA KARTASALO (8)
JOENSUU, FINLAND



SCOTT COLENUTT (12)
HAVANT

SEND YOUR ARTWORK TO:

Art, Total N64, Rapide Publishing, 48 New North Road, Exeter, EX4 4EP.

READER REVIEWS WRITE ON!

THINK THAT YOU CAN DO BETTER THAN THE HIGHLY TRAINED WRITERS ON TOTAL N64?

Have you got too much time on your hands when you could be writing reviews? Well, if you don't put your time to good use, you might end up writing something obscure, irrelevant and wholly pointless. To you we say channel your talent, focus yourself and one day you might be as good as us. No, really. Send in your reviews to wow us with your writing talents. You never know, you might just win yourself a prize...

Reader reviews • Reader reviews • Reader reviews • Reader reviews

DUKE NUKEM 64

Duke Nukem **has to be the worst game I have ever played apart from *F1 Pole Position 64*. This game has the worst graphics known to man and the handling is a pile of old pants. I spent half my time working out how to complete one level, only to find the next is even harder. I spent at least half an hour trying to solve the simplest of clues. I can't see little kids getting very far with this game – it is a complete waste of money.**

Believe it or not, *Duke Nukem* does have a few good points: there are plenty of guns that can cause a lot of damage to the baddies, of which there are lots (even if they look like fat warthogs). During the game there is a bit where you have to work out a code to blow up a building. If I ever meet the man who invented this game I might just have to take his game and ram it up his ass, because the code is almost impossible to work out.

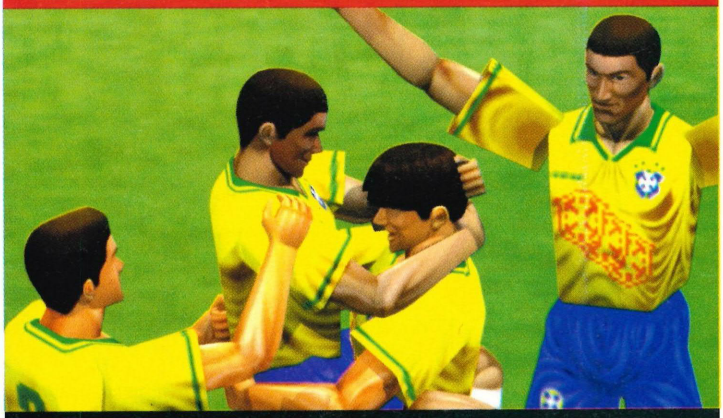
Nathan Spaniel

Margate

56%

Reader reviews • Reader reviews • Reader reviews • Reader reviews

ISS 64



International Superstar Soccer **is a great football game. There are lots of competitions to enter and loads of teams to choose from. There are lots of special moves to do, and when you've worked them out it makes the game even more interesting to play. Multiplayer mode is a good laugh, especially if you invite three of your mates round to play it. Once you've completed all the cups on one player mode, you get the chance to play with the superstar players in the game.**

Whilst playing, you have the choice of many different camera angles, but, as with any footie game, the graphics are nothing to shout about. When playing against a mate it can become very competitive as winning the cup is a rare sight, especially when playing the game on the pro levels.

This is certainly one of the most entertaining footie games ever, and I would definitely recommend it to anyone.

92%

David Aitken

Exeter

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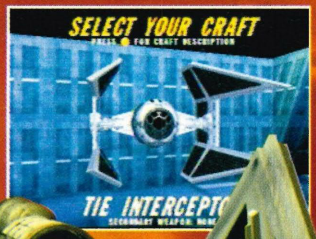
THE TIPS INDEX

CHEATS TIPS HINTS CHEATS TIPS HINTS

BUSTED!

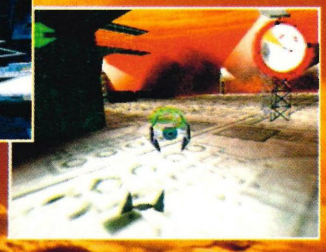
CHEATS

STAR WARS: ROGUE SQUADRON



PLAY AS A TIE-INTERCEPTOR!

You can also play the game as a captured TIE Interceptor! Simply enter TIEDUP on the password screen, and the screeching beast is yours. The craft is hidden behind the Millennium Falcon in the hanger, so when you get to the Falcon you need to press up to get to it.

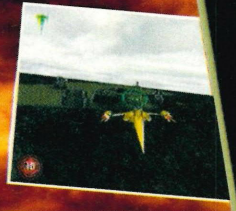


CRACKED IT!

PLAY AS A NABOO STARFIGHTER!

LucasArts managed to keep this one quiet didn't they! Their stunning shoot 'em-up Rogue Squadron contains a top-secret cheat that allows you to play as a Naboo Starfighter from the new movie, *Star Wars Episode 1: The Phantom Menace*!

All you have to do is enter HALIFAX? as a password, and then enter any word you like as a second password. The fast and powerful Naboo Starfighter is only available on missions where the X-Wing is selectable.

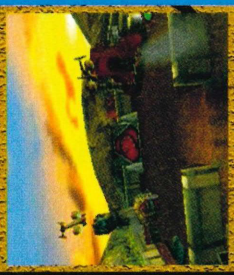


BUSTED!

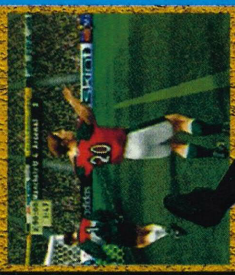
COMMAND & CONQUER

Adjust battle screen: Holding R, press C-Up or C-Down to enlarge and reduce the size of the battle screen.

FIFA SOCCER '99



Atlanta Attack team: Win the Champions Cup at Brazil under the professional difficulty level.



Finding Ronaldo: Ronaldo may be found in the game under the guise of 'Calco' on the Inter Milan team.

CHEATS

A BUG'S LIFE

CRACKED IT!

LEVEL SELECT

To get the Level Select, go to the main screen. Go to the ant hill and hold Z and all the C buttons and press R. There will be an arrow pointing right at the bottom of the screen.

CHEATS

MYSTICAL NINJA 2 STARRING GOEMON

CRACKED IT!

ALTERNATE COSTUMES

Enable four player mode, then go to the prediction house. You will be able to change costumes.

FOUR-PLAYER MODE

Have controllers in all four slots. Then play the game with one or two players. Find 44 hands from various levels. Then, on the third and fourth controllers, hold C-Right + Start.

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BUSTED!

GOLDEN NUGGET 64

Easy Money
Use all your money in the 'Catch Of The Day' slot machine. Select the maximum bet and spin. Press S to pause game play during the spin. After that, change the player name and reset the purse. Your character will receive $1000 for resetting the purse, minus the $300 maximum bet allowing $700 to be made each time this procedure is followed.

K GRIFFEY JR'S SLUGFEST

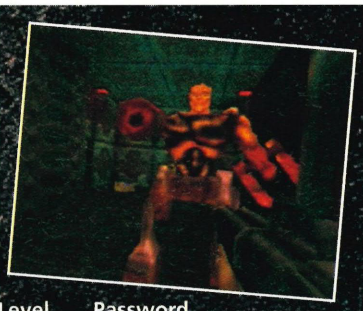
Automatic Home Run
When you are controlling Ken Griffey Jr. at bat, press L, L, R, R, L, L, L. Ken will point his bat towards the ball. Successfully hit the pitch to automatically hit a home run.

CRUIS'N USA

Flashing Lights With Siren
Select the Police Car or the School Bus and pick any track to race on and achieve a 'Hot Time'. Now, while entering your initials go all the way to the bottom of the 'Hot Times' list and hold ← for 35 seconds (you'll see the rollers moving). A beard will appear and say 'I love this job'. Now choose another board to race and press Brake, Brake, Accelerate fairly quickly. If you did everything right, the police car will start its blues and twos or the bus will start its lights flashing.

CHEATS

QUAKE II



TWISTS LEVEL

Enter FBBC VBBB FBBC VBF7 for a deathmatch level with a 1:40 time limit and rocket launcher.

DEATHMATCH LEVEL

Enter FVBS LBBB 7VBC 3BGB to play in another deathmatch level akin to 'Twists' but with a greater challenge.

DIFFERENT COSTUME COLOURS

Enter S3TC 00LC 0L0R S???

LOW-GRAVITY MULTIPLAYER MODE

Enter S3TL 0WGR V1TY ????

UNLIMITED AMMUNITION IN MULTIPLAYER MODE

Enter S3T1 NF1N 1T3S H0TS as a password.
Note: This code also allows higher jumps.

Level	Password
2	PGBR VK?B 65BH Y3HD
3	1KLS DN5H 7NBF DWRQ
4	2KLR SDRY ?VV4 YQ8X
5	VK3T 7LFC 94B7 D3R3
6	WK3H QNBW NLV5 XGL3
7	TK7P 6LLP KWGY XD4V
8	ST0N QPX4 2WGY JXTS
9	R??P 7NY4 2WGX 99TX
10	Q??K BBBV NBQ1 7GCV
11	P64? ZM5B ?BM0 5YH6
12	N664 SQ63 XB?K B7LF
13	M682 M7QT 1215 8098
14	L669 H8MD G8XB JNYV
15	K681 X8CL H01K 1PF5
16	J6?0 BT5M NRZ2 QXLL
17	H6?0 XXFW PHV1 77P4
18	G6?9 GYMK RWNK SMSL
19	F6Y3 WXQK CHD0 8K4D

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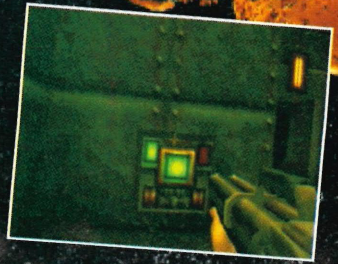


BUSTED!

RAMPAGE 2

Get All The Characters
To get all the characters in *Rampage 2*, enter the password 'NUT3T' in the password screen.

Cheat Menu
To access the Cheat Menu, enter 'BVGGY' as your password. Now go to the Options screen. Your will see a new option, 'CHEATS'.

Play as Alternate Alien
To play as the alternate alien with a name you could only pronounce if you ripped your own tongue out, enter the password 'B1G4L'.

This should give you a purple alien that looks like Myukus and also has perfect stats.

Play as George
To play as George, enter the password 'SM14N'.

Play as Lizzy
To play as Lizzy, enter the password 'SAVRS'.

Play as Myukus
At the password screen type in 'N0T3T'.

Play as Ralph
To access Ralph, enter the password 'LVPVS'.

WORLD DRIVER CHAMPIONSHIP

ALL CARS AND TRACKS
Start a new championship mode and enter RACES THE BEST as your name. Then, press L, R, R, L, Down, Up on the next screen.

MIRRORED TRACKS
Press Z at the track selection screen in quick race or versus mode.

PINK CARS
Start a new game in championship mode and enter IGN64 as a name.

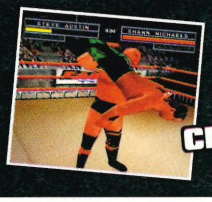
DIFFERENT CAR COLOURS
Press Z at the car selection screen.

CHEATS

WWF WARZONE

CALL ANOTHER WRESTLER
Here are the secret codes which allow you to call for expert computer help while fighting. Hold all the buttons together during a match. Be warned that this means an instant disqualification.

Ahmed – L, R, Z, C-Down, ↑.
Bret Hart – L, R, Z, C-Left, ←.
Bulldog – L, R, Z, A, ←.
Faarooq – L, R, Z, B, ↑.
Goldust – L, R, Z, B, →.
Kane – L, R, Z, B, ↓.
Shamrock – L, R, Z, A, ↓.
Mankind – L, R, Z, C-Left, ↑.
Mosh – L, R, Z, C-Down, ↓.
Owen Hart – L, R, Z, C-Down, ←.
Rock – L, R, Z, A, →.
Shawn Micheals – L, R, Z, B, ←.
Steve Austin – L, R, Z, A, ↑.
Thrasher – L, R, Z, C-Left, ↓.
Triple H – L, R, Z, C-Left, →.
Undertaker – L, R, Z, C-Down, →.



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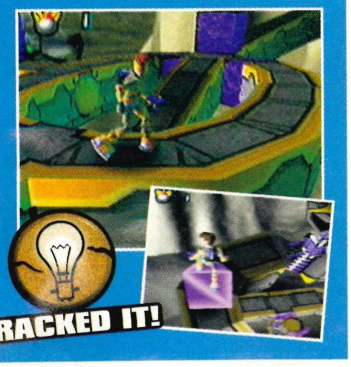
CHEATS

LODE RUNNER 3D

LEVEL SELECT
Pause game, then hold Z and press R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. Then select 'Unlock Worlds' and press A to select levels.

BONUS LEVELS
Press Start, then hold Z and press C-Down, L, R, L, R, L, R, L, R, L, R. Choose 'Enter Secret Worlds' option and press A.



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COMPLETE GUIDE

QUAKE II

The Stroggs are back and they want to destroy every living thing on Earth. As a Space Marine you must infiltrate their base, destroy everything in your path and keep yourself out of danger. An impossible task? Not with our full walkthrough to all the levels and secrets!

LEVEL GUIDE

LEVEL 1: STROGG OUTPOST

Mission Objectives: Locate entrance to Central Complex

Head through the narrow passage and into the first room. Pick up your first weapon, the shotgun, and collect the armour shards in the corner. Open the door and hang back until you have the killed the enemies in the room. Remember, it's always safer to let the enemy come to you.

SECRET ONE

Head into the water and dive down under the walkway. Collect the ammo and armour to activate your first secret area.

SECRET TWO

Head to the right corner and you will see a lift against the wall. Use this to get onto the boxes that appear from the side but make sure you jump off the lift before it reaches the top or you'll be crushed a bit. Remain on the box until you reach the end and then jump off and collect the invisibility.

Head up on to the platform at the back of the room and collect the stimpacks. Make your way through the doors and shoot the barrels in the corner. A supply of armour will be revealed. Head on to the lift and activate the button, head through the door at the top. Collect the stimpacks from the narrow walkways. Check between the machinery for pick-ups.

SECRET THREE

Drop down into the room below and shoot the barrels, behind the ladder a small room is revealed. Here you can find the super shotgun.

Head through the door at the top and shoot at the plaque above the door there.

SECRET FOUR

As you walk into this section you'll be prompted to shoot the plaque above the door. When shot it reveals a small room on the left that contains adrenaline. Not all secrets are this easy to find!

Head through the next door and down towards the water, collect the pick-ups from underneath the platform and then make your way up around the corner.
Enter the double doors to exit the first level.

LEVEL TWO: CENTRAL COMPLEX

Mission Objectives: Find explosive charges

As you enter the first room you'll see a door on the far side. At this point a force-field blocks your path, you must return here once you have deactivated the power supply.

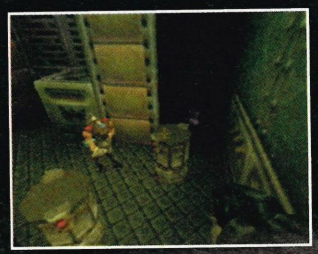
SECRET ONE

You can see an armour supply on a ledge in the corner, to get to this you must stand on the box nearby and jump to the ledge.

Head through the open door on the left and proceed through the corridor.
When you reach the top of the stairs head right through the door past the green walls. Shoot the barrel at the end of the corridor and it'll blow a hole in the pipe next to it. Head past the pipe and collect the machine gun from the corpse. Head back to the pipe and enter. Follow the pipe down until you reach a large watery room. Drop down and shoot the barrels in the nearby room. Collect the pickups and then ride the lift up to the next section.
Turn left at the top and you'll see the Explosive Charges on a small ledge.

SECRET TWO

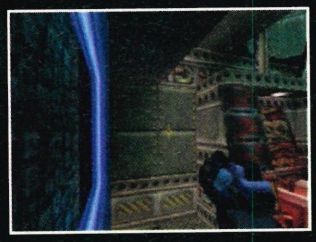
In the room where you found the explosives you can see two barrels in the corner. Blow these up and collect the Adrenaline from the darkened corner.



Head through the doorway at the end of the room and push the switch to open the adjacent door. Don't go through the door yet, instead run down the stairs and collect the ever-handy grenade launcher. You can even give it a go by blasting the Berserker on the other side of the window. Stand back, mind.
Now head back to the door you just opened and make your way back to the long blue corridor. Take the bridge over the first room you entered.
Head right when you reach the end and run up the slope to the generator. Walk up to the generator and you will automatically place the explosives. Move away from the generator as it explodes. Collect the super shotgun if you haven't already got one, that is.

SECRET THREE

After placing the explosives on the generator look to the left and you will see a dark blue patch on the wall. Head up the slope and jump across to the very narrow ledge, you'll find a power amplifier in a small room.



Now head down and through the newly opened door on the left and hit the switch at the end of the corridor. This will de-activate the force-field blocking the doorway in the first room. Make your way back to said door, on the other side you will find the teleporter with which to make good your escape.

LEVEL THREE: INTELLIGENCE CENTER

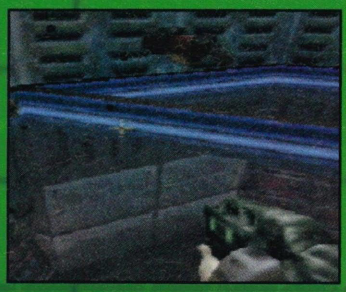
Mission Objectives:
Locate data disc

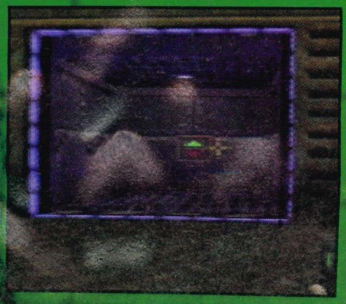
Head out into the first room and collect the armour shards from the right side. Make your way through the door and collect all the pick-ups, including the grenade launcher for ammo.

Head through the door at the top and use the lift. When you reach the bottom watch out for enemies behind crates. As you make your way along this corridor a door will open behind you releasing enemies, be ready.
When you reach the door at the end, enter the two side rooms. One contains an armour supply, the other has the switch to open the locked door.
When you enter the next corridor you will see green laser beams blocking your way. Wait until the top beam is switched off and then jump over the lower beam. Run under the next beam when the lower one is out. You will then reach a junction, head left over the single beam and through the door.
Make your way down the long corridor, watch out for enemies hiding behind crates and pillars.

Head into the large room and make your way up the slope, enter the doorway and operate the machine. This will de-activate the security doors.
Now head back to the corridor with the laser beams and head for the opposite door. As soon as you round the corner you'll come face to face with a Tank. Use the wall to duck back and forth while using your grenade launcher to good effect. After about eight hits he'll keel over and die. Collect the combat armour from the top of the chest in the corner. Head through then open door at the end and you will come to another door with a force-field blocking it.
Make your way through the blue corridor, you'll come to a large room. In the centre is the data disc you need, as soon as you take it two doors on either side of the room will open revealing enemies and two switches.
Use these two switches here to turn off the force-field that is now blocking the entrance.

Head back to the door where you saw the force-field previously and enter the lift. End of level.





SECRET ONE

As you head through the first door look up at the ceiling. You will see a small panel in a deep hole, shoot this to reveal a secret door ahead. Inside you will find a supply of armour.

SECRET TWO

At the end of the long corridor you will see a stack of crates. Shoot the panel with the cross on it to reveal the secret. Inside it you will find a supply of ammo.

SECRET THREE

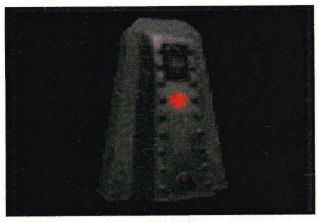
In the corner of the room where you obtain the data disc you can see some blue sparks.
Shoot the cracked panel here and it will reveal some health and ammo.

MILITARY SUPPLIES

ARMOUR
There are three different types of armour to be found: Flak Jacket, Combat Suit, and Body Armour. Each suit will provide the player with a limited amount of protection from normal attacks and energy weapon attacks. If you are running low you can always pick up more and add it to your depleting total.

STIMPACKS
These little ampoules will boost your health by two points each. Usually found in groups of five, these can be used to increase your total health beyond maximum.

AMMO PACK
When you collect these handy backpacks they will increase the maximum amount of ammo you can carry.



MEGA HEALTH
This power-up will increase your heath by as much a 100% but it will wear down after a short time.

ARMOUR SHARDS
These munching shards will add two points of armour to your existing suit.

SILENCER
This handy item will deaden the sound of your bullets so enemies won't hear you coming. Last's for a limited period only.

ENVIRONMENT SUIT
When worn, these suits will protect you from the corrosive powers of slime, lasts for a limited time only.

SUPER ADRENALINE
This provides a considerable boost to your total health.

HAZARDS

SLIME
Slime is common on Stroggos and it eats away at any human flesh that it comes into contact with. You'll only survive a dip in this pool if you're kitted out with the Environment Suit.

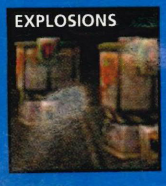
LAVA
Nothing can help you avoid the searing heat of lava on Stroggos. Your best tactic is to stay well away at all times or you'll burn, baby burn.

SLIME

WATER
The water on Stroggos is safe enough for a swim, just make sure you take a deep breath and surface regularly.

TRAPS
There are a fair few traps to watch out for in Stroggos. When they come you'll know about it and you'd better have an idea what to do. Be prepared and always look behind you.

EXPLOSIONS
Explosions are mainly caused by radioactive containers. These should be used to kill distant enemies without getting personally involved.


EXPLOSIONS

LAVA

POWER SHIELD
Improves the level of protection from attacks but it will drain your cell energy as a result.

INVULNERABILITY
As the name suggests, these power-ups will render you invincible for a limited time. These are very rare indeed.

DIFFICULTY LEVELS

When you play *Quake II* on the various difficulty levels it can make a lot of difference to the game. The presence of the Expansion Pak also alters the reactions of the enemies. When set on Easy, the enemies are easier to kill and there are less of them. The type of enemy you get will also vary.

On the Medium and Hard settings the enemies take more shots to kill, there will be more of them and they also have the ability to shoot as they die. The type of enemy you encounter is also different: on the earlier levels you will be up against more deadly foe. Even if you have played it through on the Easy setting, don't think you have seen all the game has to offer. Play it on a harder setting and you'll find it a whole new experience. No longer will you be able to zip through the levels, more time will need to be taken to reserve your supplies and to use your best gameplaying skills to stay out of trouble. There is also a surprise waiting for intrepid players who complete the game on Hard.

WEAPONS

BLASTER

Power Rating: ●

Range: This little pistol can shoot far into the distance, just don't expect quick results.

Comments: Your primary weapon is more useful than you think, it's perfect for shooting enemies that can't shoot you. If you have some distance between you and the enemy it is worth using this to save the rest of your ammo. Makes the perfect weapon for shooting those secret plaques, barrels and walls.

MACHINE GUN

Power Rating: ●●●●

Range: The machine gun has a superb range but it can get a little shaky.

Comments: Once you have your target in sight unload a few rounds into him and you'll stop him in his tracks. This gun does suffer from a little kick but the bullets will stop flowing as soon as you stop firing. Bullets will spread at long range.

GRENADE LAUNCHER

Power Rating: ●●●●

Range: The grenades should never be used in close quarters combat. The range will increase the more you tilt it up.

Comments: The grenades are a very handy weapon to have when trying to flush out certain areas. Best for stairways, lift shafts and high level platforms. Just make sure it doesn't return to sender!

SHOTGUN

Power Rating: ●●

Range: Reasonable range but not brilliant.

Comments: The shotgun is great for guards as it can kill them in only a few shots, but it can seem to take an age to kill something tough. Best used for close quarters work like the Flyers. At medium range it is just as effective as the Super Shotgun.

CHAIN GUN

Power Rating: ●●●●●

Range: Being the machine gun's bigger brother this gun has a similar range.

Comments: A great weapon for prolonged attacks, it will take a while to warm up and to stop which can leave you vulnerable. The main downside to this gun is the speed in which it uses your ammo. Best used on enemies that take that little bit more to kill.

ROCKET LAUNCHER

Power Rating: ●●●●●

Range: The rockets will travel as far as the eye can see and they remain as deadly as ever.

Comments: Another weapon that requires respect. Never shoot it off willy-nilly as it's only too easy to get caught in the blast. Great for big enemies; even better for long distances.

SUPER SHOTGUN

Power Rating: ●●●

Range: Very poor range indeed, with such a large spread you'll be lucky to kill anything within six metres of you.

Comments: Although lacking in range, this puppy will deal with the most oppressive corridor situations. Always have this handy when you're in confined spaces or heading through doors. Uses twice as much ammo as the Shotgun.

BFG 10K

Power Rating: ●●●●●●

Range: Range is not an issue for this gun as long as your enemies are in the immediate vicinity.

Comments: The mother of all weapons. The most powerful gun in the game takes about three seconds to fire a round. You don't even have to get a direct hit, just deliver the bolt into the room and an electrocuting beam will connect with every enemy turning them into Strogg jerky.

RAIL GUN

Power Rating: ●●●●●

Range: This gun has a decent enough range but the accuracy will suffer at longer distances.

Comments: A very powerful weapon if only you can get it to make contact. Takes a long time to reload and fire, make sure you have your enemy pinned down before you let this one lose or you'll be chasing them around like a fool. Has the ability to pass through numerous enemies at once.

HYPERBLASTER

Power Rating: ●●●●●

Range: Like all the automatic weapons, this gun has superb range.

Comments: Like the Chain Gun only quicker, as soon as you fire the bullets will flow. The bullets will create small explosions when they impact causing even greater damage. Best used for multiple enemies. Uses the same ammo as the BFG 10K.

LEVEL FOUR: COMMUNICATIONS CENTER

Mission Objectives: Upload data disc to command

SECRET ONE

As soon as you exit the lift look up at the ceiling and you will see a small plaque. Shoot this with your pistol to reveal a door on the left. Inside you will find two lots of health.

Enter the main room, here you will see a giant compressor slamming into green slime. You can also see an environment suit on top of a crate. To enter this section you must first shut down the compressor.
Proceed through the open door in the corner. You will come a corpse on the floor. Collect the armour shards and proceed up the steps and through the door.

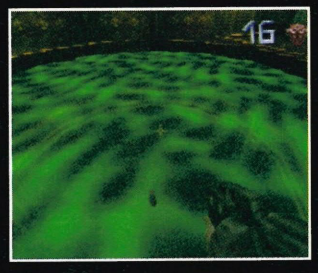
SECRET TWO

On the right side of the steps leading into the building you'll find a plaque. Shoot this and a small room will open on the far wall. Inside it you will find a very nifty silencer.

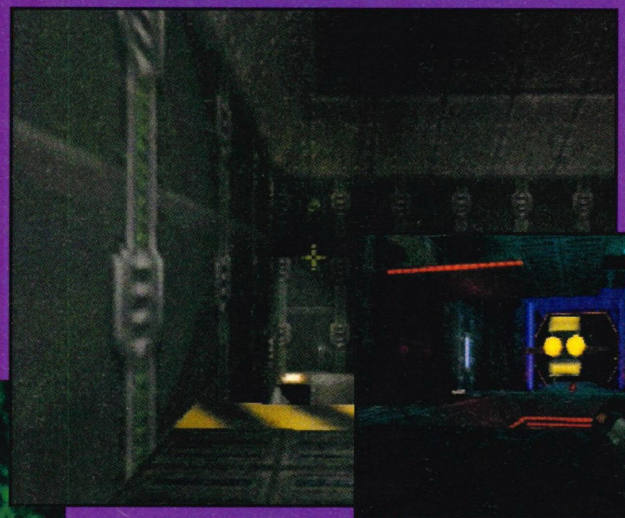
Collect what you can from the room and then use the lift to reach the next level. Drop down on to the armour below and then make your way up again. Follow the path and you will reach a platform right above the compressor.
Proceed through this section, as you reach the other side you'll see a switch. flicking this will deactivate the compressor.

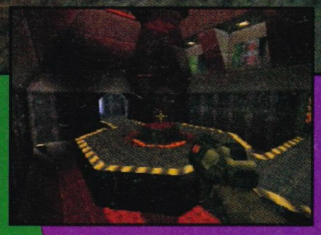
SECRET THREE

After you have shut down the compressor, walk to the edge of the platform above and jump to reach the environment suit. Once you have it, dive into the slime to collect your bonus which in this case is a dose of mega health.



Head around the corner and watch out for the enemy that burst out through a wall at the end. Inside his little haven you can find a variety of items for use. Head down the steps and past the door with the green force-field and into the next room. This is the control centre, walk up to the control panel and use your disc to deactivate the force-field. Head back out and enter the now open door to exit the level.





LEVEL FIVE: ORBITAL DEFENCE

Mission Objectives: Disable gravity generator

Collect the pick-ups from the first room and head behind the teleporter. As you pass through the small corridor you will come to a Tank on the right. The best place to stand is in the first room, wait until it appears at the end of the corridor and then duck in and out from behind the wall. Once the Tank is dead, head right and through the doorway that leads down the stairs. You will shortly arrive in the gravity generator room. Beware of the edges here, if you fall down there's no way out and it's game over. Follow the path to the opposite side and head up the stairs. In the room at the top, hit the switch to shut down the gravity generator. You will now find that you can jump further. Your next job is to locate the explosive charges.

On the way back you will be able to reach the armour on the ledge in the generator room, just be sure you make it.

SECRET ONE

When you reach the top of the stairs go right and look up. You'll see a small plaque on the ceiling, shoot this and a door will open. Head back down the stairs and you'll see the ledge that has now appeared. To reach this ledge you must stand on the first step down and jump around the corner. Be warned, this may take some time!

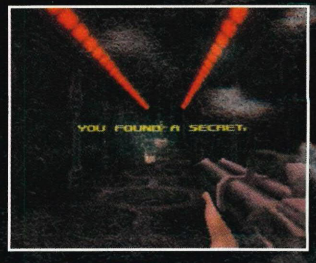
SECRET TWO

As you make your way towards the airlock you will hear some sparks crackling. Look up and you will see a hole in one of the vents, shoot this and a mega health power-up will fall to the ground, just nicley at your feet!

Make your way back to the first corridor you entered and follow it along to the end, you will come to an airlock. Press the button and the doors will open, take a good run up and jump the gap. Once on the other side, press the button and the airlock will close. Follow the passage until you reach the Loading Bay. As you enter an airship will take off.

SECRET THREE

As you enter the Loading Bay a spaceship will launch. Jump into the hole it came from before the hatch closes. Inside you will find some rocket ammo, follow the corridor and take the lift to get back out.



Collect the pick-ups in the room and then head up to the platform above. Stand on the right of the crates and a Tank will appear on the walkway above. Use your grenade launcher to take him out, but beware of his rockets. Now make your way up the stairs on the left and across the walkway that the Tank was just on. Enter the corridor at the end, turn left and head through the doors. You can find the three sets of explosives in this room on top of the many crates.

SECRET FOUR

In the corner of the room with the Explosives you can find a stack of small boxes. On one of the boxes there is a switch sticking out, press this and a door will open next to you.

Now you have the explosives, walk back to the corridor outside the Docking Bay, on the left you will see the now open exit.

LEVEL SIX: DOCKING STATION

Mission Objectives: Destroy generators with explosive charges

Enter the first corridor and you'll encounter a new type of enemy, the Icarus. These flying beasts need to be stopped. As you progress towards the main room it is best to let the enemies come to you. Once clear, enter the room and collect all of the pick-ups lying around, including the rocket launcher.

Head into the corridor that leads down, when you reach the corner kill the Gladiator and enter the room. You'll see the first generator on which to place your explosive charges. Now head into the room next door and take the lift up.

SECRET ONE

As you go to take the lift, jump back off and look below where the lift was, here you will see a plaque. Shoot the plaque and a little hatch will open above the keyboard on the left. Inside you'll discover a nice shot of adrenaline.

Follow the long corridor to the end and enter the next generator room, place the explosive and leave through the other door. Beware of the numerous enemies in this section.

SECRET TWO

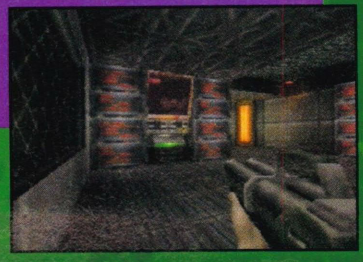
As you round the corner you will see one of the orange panels has a switch on it. Jump up and push the switch to reveal a door behind you. Inside you will find some health and some ammo.

Make your way along the long corridor and follow it round. Use the computer when you reach it to shut down the force-fields blocking the doors in the main room. Make your way down the slope and you'll come to the next generator, instead of placing your explosive charges, carry on out into the main room. This will make the last section easier as you will have killed everything before the timer runs out. Head into the main room and through the door on the right side. Kill the enemies there and head into the corner with all the boxes. Shoot the two blocks to reveal the pick-ups.

SECRET THREE

In the Docking Bay there is a stack of boxes in one corner, after shooting the exploding boxes jump up on to the crates on the left. Look down into the gap between them and the wall. There you will see a plaque to shoot. A door will open next to you containing rocket ammo and some health.

Now head back to the last generator and place your explosives down. Return to the Docking Station without any hindrance. Use the keyboard to open the hatch and then jump in.



LEVEL SEVEN: STROGG FREIGHTER

Mission Objectives:
Reprogram navigation computers.
Redirect to Strogg moon.

Head into the first room and kill the guards on the platforms above. Take the lift up and clear the area of pick-ups and enemies.

SECRET ONE

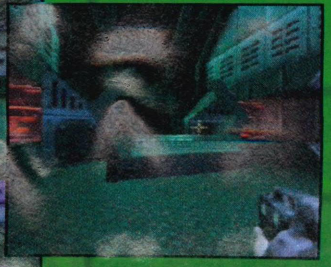
Shoot the white panel on the central pillar to reveal a small room with a new weapon, the hyperblaster.

Take the lift at the back to the level above. Watch out for the many enemies that await you there. Head through the door at the end. You will see two doors on either side of the corridor. Head right and enter the door. Take the next door and get ready to kill a couple of Gladiators (if only). Take the lift at the back of the room and ride it up to the next level.
Enter the corridor at the back of the room. Collect the pick-ups from the nooks and take the lift at the end.
You will then find yourself in a control room, use the two keyboards to disable security, collect the blue key from the case at the back of the room and then push the button that opens up on the central pillar.

SECRET TWO

After you have activated the switch look up into the small gap at the top. Here you will see a plaque which you can shoot, a door will open on the left which contains another shot of adrenaline.

Now return to the lift and ride it up, at the top you will encounter a Gladiator. The glass panels previously blocking this area will now raise and allow you to reach the railgun.
Now head back to the corridor and take the opposite route, you'll come to a blue key door. As you enter you will be confronted by a Tank, stay well back and take him out with one of your more powerful weapons. If you can!
Once he's been neutralised, enter the room and use the two keyboards to set your new direction. Once they are both activated the floor will lower and you can get down. Enter the door and you will finally reach the end of this level.



LEVEL EIGHT: CARGO BAY

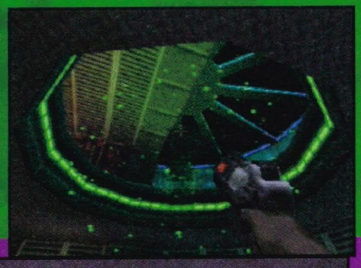
Mission Objectives:
Locate pod area
Escape to the Strogg moon

Head to the end and enter the door. Make your way up the stairs and you will enter a room with a transparent ship hovering above you. You will notice a computer panel with a red key symbol next to it. Return here once you have found the key. Head to the lift and you will see that it is broken, you'll have to jump down.
Kill the enemies here and then pull the valve on the wall, this will open a hole in room. This is your only way out so jump on down. Follow the water round and ride the lift up, enter the hatch at the top.
Exit the room through the door and you will see a conveyor belt with boxes travelling along them.

SECRET ONE

Follow the conveyor belt down to the end to collect the armour. Be careful not to get crushed as you make your way out.

Enter the next room and climb on to the single box, jump to the next stack and up to the platform above.



SECRET TWO

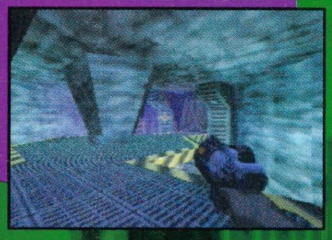
Once you are up on the platform above the boxes jump on to the narrow ledge on the left of the door. In the corner you'll find a switch, this will open a door in the room below. Head down and collect your new found stash.

Enter the door at the top and follow the corridor round killing the many enemies that occupy them.

SECRET THREE

As you round the corner of the long corridor look in the small crevice. You will recognise this area from earlier. On the far wall you can see a plaque. Shoot this with your pistol and a secret door will open at the far end of the corridor. Inside you will find a quake multiplier.

Make your way through the door at the end, in this next section you will be above the area you first entered. Head around the corner and collect the red key from the small booth. Now drop down to the room below and find the control panel for the red key. Once used, the floor will lower to reveal a new path. Jump down the hole and head along the corridor. When you open the door you will get attacked by numerous enemies, so hang back to take them out. Once dead head into the room and collect all the pick-ups you need and then enter the shuttle pod to exit the level.



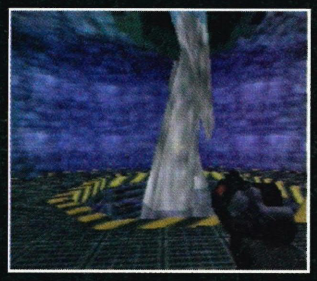
LEVEL NINE: ZAXITE MINES

Mission Objectives:
Destabilise mining area
Locate emergency exit

You start this level atop a small ledge, below you are many nasty enemies. Use your grenade launcher to thin them out and then jump down to finish them off. Head through the door on the left, you'll be attack by a Mutant shortly after entering. Prepare yourself well for this beast. Once you have cleared the room push the switch under the platform. Now head back out of the door you entered by and go over to the opposite door. You will enter a similar looking room with yet another Mutant to deal with. Once you have cleared this room, push the switch and head through the hatch on the opposite side. You will then find yourself at a junction with exit, this is not open yet. Head through the door opposite to the exit. You will be up against many Mutants in this room so stand back. Head through the two doors on either side of the strange fountain and you'll find a switch in each room. Activate these and return to the exit. Beware of new enemies appearing after you have activated these switches.

SECRET ONE

Once you have used all the switches return to the strange looking fountain. Jump into the water and dive to the bottom. Collect the armour and stimpacks.



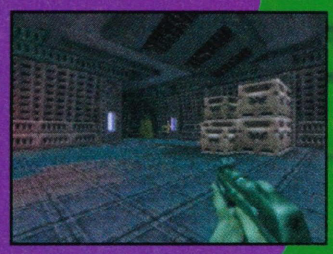
LEVEL TEN: STORAGE FACILITY

Mission Objectives: Find teleporter to planet's surface

First of all ignore the door directly ahead and follow the corridor round to the end. In a small room you will find a switch, hit this and head back to the door. As soon as you open the door, shoot the explosive boxes on the right, this will kill most of the enemies. Head to the end and use the teleporter.
When you enter the next room you will see a stack of crates, at the back there is an explosive crate that allows you to reach the mega health. Don't pick this up yet, though, as you'll need it more later.
You'll find the door on the left locked so head through the right-hand door.
Make your way along the corridor and take the small lift when you round the corner.
On the platform above you'll find a switch, this will move an explosive box to the doorway below. Jump back down and shoot the box to gain entry.
When you enter this room, kill the enemies and search the area well for pick-ups. In the back corner you will find armour which can be reached by shooting the box and jumping on top of it.
If you jump up onto the ledge above the switch using the boxes, you can find some more of those ever handy pick-ups.
The switch cannot be used until the mirrors have been activated.
Now head into the narrow passage that leads off this main room.
You will reach a room with boxes on one side and a switch on the other. Hit the switch to activate the laser.

SECRET ONE

Head behind the stack of boxes and shoot the explosive one. Jump up on to the crates and in a small hole you will see the ultimate weapon – the BFG 10K.



Now take the open door out and you will be back in the first room. Collect the mega health now.
Now make your way into the large room to activate the lasers, as soon as you do this a huge Tank will appear from below. This mutha is mean, so stay out of the way and whatever you do don't touch the laser beams or it's game over. The best technique here is to climb up on to the boxes and on to the ledge above the switch, there is a small nook in which you can hide away from him for a short time. This is, however not always good, so you might have to come down and fight him face-to-face. Use your newly found BFG 10K and he'll be gone in no time.

LEVEL ELEVEN: ORGANIC STORAGE

Mission Objectives: Infiltrate the base security booth
Unlock security doors

Head through the first door and you'll find yourself in a station. Check the two compartments for pick-ups and then head through the door at the end.
In the next room you'll find lots of boxes, kill the many men standing around first and then head up on to the slope. Position yourself between the boxes and jump across to reach the ones below. Jump again to reach the shells, then turn around and jump up to reach the quake multiplier. From here you can reach the armour on the box near where you began.
Now head through the door and get ready for some action, many guards will appear as you enter the large room.

Once cleared, take the lift up to the next level. From here you can jump down to the ledge below and collect some rocket ammo. Take the lift back up and take the only open door. In the next room kill the Gladiator and continue.
As you enter the next corridor two Flyers will appear from small hatches in the ceiling. When you reach the next room, activate the computer and then drop down the hole. You'll find yourself back in the previous corridor but there will be a hatch that has opened. Collect the pick-ups and head back to the large room. Go through the now opened door there and enter the next large room. Kill all the enemies and then head up the stack of boxes on the left.
Enter the open lift with the switch and you'll be transported to the next level.

SECRET ONE

As you make your way through the corridor, turn left and shoot the panel on the wall; it will open, revealing a ladder. Follow this up the three levels until you reach the top. Here you can find super armour.

SECRET TWO

Head up the stack of boxes on the left, and then jump from the top box over to the other side. Here you will be able to find some more armour and a few other of those handy pick-ups.

LEVEL TWELVE: PROCESSING CENTER

Mission Objectives:
Gain entrance to geothermal station

Enter the first room and collect the pick-ups from on top of the various boxes. Use the small box at the top of the slope to reach the others.

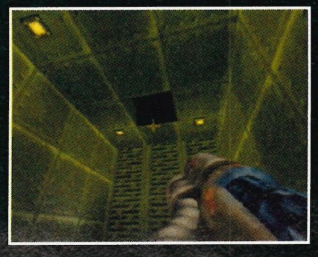
SECRET ONE

Just above the small box from which you jump to the others is a plaque. Shoot this and the crates in the corner will lower allowing you to reach the mega health.

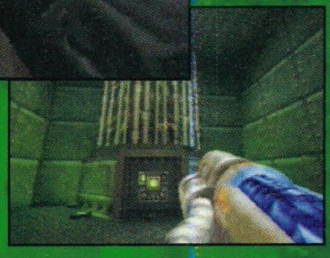
Continue through the next corridor until you reach a conveyor belt. Ride the conveyor belt along and kill the enemies that attack as you enter. On the far side of the room is a yellow key door. Head past this and head around the corner, collect the power core from the hole and drop down the hole opposite. Activate the switch and the conveyor belt will start. Ride the conveyor to the other side. Follow the corridor down and you'll reach a room with many boxes in it. Jump down and place the power core in the blue hole. This will activate the box lift above you. Get back up onto the higher platform using the lift and then jump onto the box lift and ride it until you can jump off to the other side. Now collect the yellow key from the hole and head down the slope. Hit the switch at the end and you'll be at the bottom of the conveyor belt room.
Now head into the yellow corridor and ride the lift up. At the top head for the yellow door, follow the corridor down into the large outdoor room. Kill the many enemies waiting here and then head out through the corridor at the bottom.

SECRET TWO

As you enter the large outdoor area a door will open on the left. Shoot the panel on the ceiling to release the quake multiplier... Now let loose with both cannon, baby!



You will reach a switch which cannot be operated yet, head to the end and ride the lift down. Here you'll find the switch to activate the drill.
Head back up and use the switch there. The drill will then burrow into the ground and reveal your escape route.



LEVEL THIRTEEN: GEOTHERMAL STATION

Mission Objectives: Activate geothermal power systems

Collect the pick-ups around you at the start and then proceed on to the platform. It will take you up the river of lava to the top. Make your way down to the hole in the wall and enter.

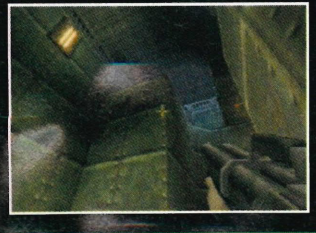
SECRET ONE

Instead of heading through the hole, look just around the corner and you'll find a quake multiplier hidden behind the wall.

You will come out in a room with a pool of lava in the centre. Head down the ladder and you'll come to room with pumps and cogs. Hit the switch to activate the pumps and then jump from the two pumps to the cog. From the cog jump to the centre pump and quickly jump to the ledge ahead. Hit the switch and the door next to you will open.

SECRET TWO

When you are standing on the cog jump to the centre pump. Quickly jump to the two small platforms sticking out of the side. This might take a few attempts but the armour is worth it.

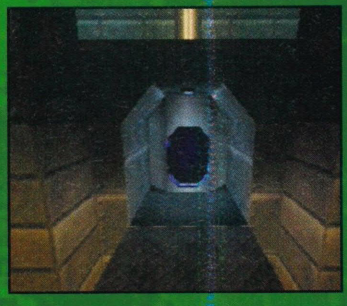


Head through the door and have a look in the lava pit. You'll see a stirrer moving round the lava, you must get onto this arm and jump off as you pass the other side, good luck.

Once on the other side, head up the lift and over the bridge, watch out for some nasty enemies up here.

Head through the door on the other side and pass through the earthy section. Follow the corridor along to the end now, taking out the Flyers as you go. When you reach the top of the stairs, pass the switch and head to the opposite end. Hit the switch here and the cooling system will shut down. Now head back to the other switch and a bridge will extend across the lava.

Walk across the bridge to exit the level.



LEVEL FOURTEEN: DETENTION CENTER

Mission Objectives: Locate entrance to Strogg Lab

Collect the pick-ups from the sides and then head up using the ladder on the right side of the room.

SECRET ONE

As you reach the top of the ladder look up and you'll see a vent with a blue spark. Shoot this and an invisibility supply will fall.

Head up the stairs and follow the corridor round until you reach the switch. This will deactivate one of the beams below. Head back down and enter the door on the right, shoot the enemies as one of them holds the yellow key. Head back up the stairs and enter the yellow door. Inside you will find three men in a cage, pull the switch on the wall to lower them in, when it rises back up you will be able to collect some armour.
When you enter the next room put the prisoners out of their misery.

SECRET TWO

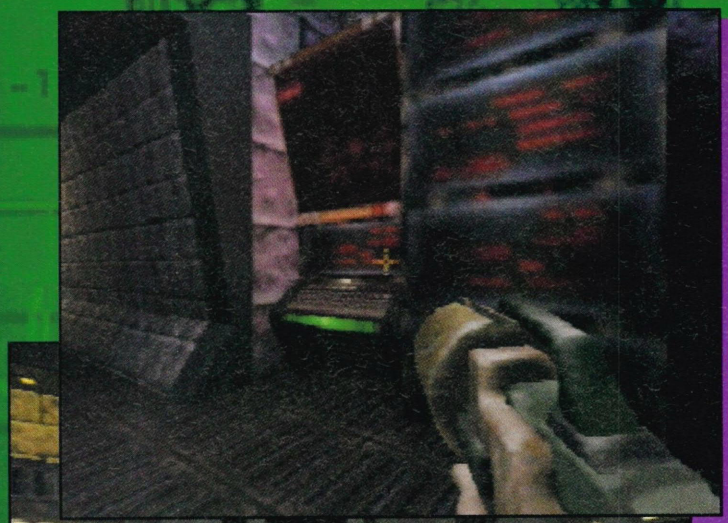
In the room where you find the prisoners check up above the window. Here you will find a plaque, shoot this and a door will open where the prisoners stood. Inside you'll find some rockets.

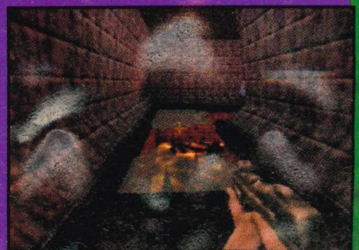
Head down the slope and you'll see two crushers that come down. As soon as they are up run for it.
The next section involves a set of spikes, the best way of overcoming this is to run as soon as you get the chance, you'll probably take some damage but not much.
The next section is a little harder, you must jump from one corner of the broken glass here to the other, although the main problem is that this will collapse after a short amount of time.
Once you have reached the other side you will see a most disgusting (and disturbing) sight.
Poor innocent men are being dropped head-first into a crusher, oh the humanity!
As you make your way past this obscenity you will come to a laser show, watch out behind you. Wait until the lasers are off and then make your way across the room pretending you have seen nothing.
You will then reach another prison, shoot the cracks in the wall to open up a new route. Head across the water to the other side, you'll appear behind the first prisoner you saw when you entered the level.

SECRET THREE

Instead of passing over the water section dive down and enter the darkened corner. Here you can find a quake multiplier for your troubles.

Head to the end of the corridor and activate the switch, this will call the elevator down. Enter the room at the top and you'll see a conveyor belt carrying dead bodies. Get onto the conveyor belt to complete the level.





LEVEL FIFTEEN: RESEARCH LAB

Mission Objectives:
Disable the base energy core

Jump down off of the conveyor belt to the room below. Follow the corridor along taking out the enemies along the way. You'll get to a room with a red key door, you can't open this yet, so drop down into the room below. Head to the corner and follow the corridor along. As you get about halfway along the floor will fall away and you'll be walking on lava, quickly head to the right window and shoot through it to escape. Take the lift up to the next level.

SECRET ONE

You will see two cells with rotting corpses in them. Head round to the left and you'll come to a cracked vent, shoot this and you'll be able to collect the armour from the cell.

Head through the door on the right and you'll see lasers killing more innocent men, hitting the switch at the end will stop this. Head down into the corridor and hit the switch, this will open the door in front of you allowing you to reach the red key door. Once you have passed through the red key door, head left and down the stairs at the end; you'll enter the main control room. Hit the switch there and return to the other switch in the previous corridor.

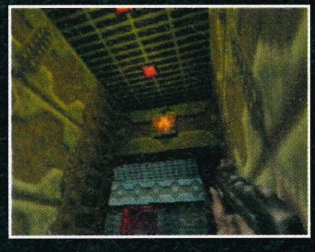
SECRET TWO

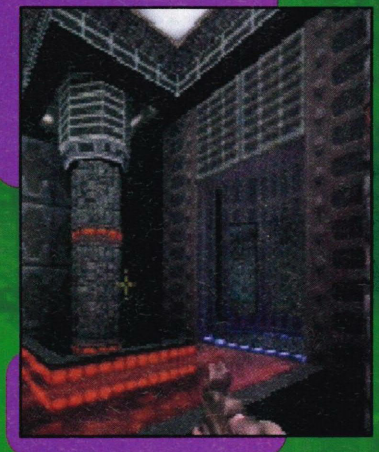
In the main control room look up into the large hole on the ceiling, there you'll see a plaque. Shoot this and a small room will open on the left containing a much needed shot of adrenaline.

Now head across the beams and into the lift, where you will be able see the armour.
Once at the top, kill the numerous beasts that appear and hit the switch at the far end. This will deactivate the force-field blocking the door.

SECRET THREE

In the far right-hand corner of the room is a small cubby hole, enter this and look up over the entrance. There you'll see the plaque which you need to shoot. This'll open a door opposite that contains a quake multiplier.





Head through the now open door and kill the Gladiator waiting around the corner. At the end of this corridor is a train, climb on board to end this level.

LEVEL SIXTEEN: BIO-WASTE TREATMENT

Mission Objectives:
Disable locking mechanisms

You start this level from inside the train. Collect the pick-ups in the station including the silencer from the blue ledge. Enter the corridor and watch out for the Gladiator in the following room. As you enter the first room a hatch will open behind you, as well as releasing an enemy this also contains a supply of armour. On the other side of the main room is a locked door, if you look into the pit of green water you will see a hole and a valve.

SECRET ONE

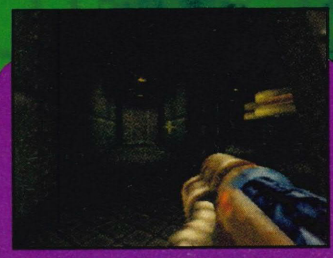
In the room with the valve and water there is a small pool of water in the corner. Dive into this pool to discover the ever helpful quake multiplier.

Jump into the hole, if you try the valve now it will not work, so dive down into the hole. Head for the ladder as you reach the next room and watch out for Flyers as you surface. Hit the switch to activate the transfer pump and return to the valve. Activate the valve and the water in both pools will rise. Now head back through the pipe and surface in the next room. Now that the water has risen you can reach the other side of the room. Hit the switch on the wall to now give you access to the previous room.
Head up the lift to the next level, from here you can see a couple of ammo pick-ups on the pipes below, jump down and help yourself to all of them.
Now head down the stairs and through to the area above the water pool.

SECRET TWO

When you reach the top level head right to the end of the passage. Turn around and you will see a shot of adrenaline on top of a pipe. Jump to this to receive your valuable secret.

Carry straight on past the corpse and into the corridor at the end. Here you will see a covered hatch. Head up the slope into the room at the top and hit the switch. This will open the hatch and allow you access. Jump down and head along to the crack, shoot this and prepare to fend for yourself.
Once cleared, head up the ladder and along the corridor, collect the armour from under the next ladder. Make your way over the pipes and jump to the other side. Head up the stairs and enter the door, hit the switch and return to the maintenance doors.



LEVEL SEVENTEEN: ACCESS CONDUITS

Mission Objectives: Locate remaining lock to core entrance

Head out into the first room and activate the switch. Now stand on the platform and take a ride across to the other end of the green slime passage. Watch out for resistance along the way. Head up the stairs to the top, but watch out for an ambush coming from behind.

SECRET ONE

After you reach the top of the stairs a hatch will open. Stand up against the wall with the hatch behind you and look up. There you will see the plaque which you need to shoot. A platform will rise and allow you to reach the adrenaline.

Head along the yellow corridor on the right until you reach the room at the end. In this room you'll see a valve and various machinery, pull the valve to open the waste drain. A hatch will open behind you once you have used the valve.

SECRET TWO

Enter the hatch that opens after you have used the valve, look up and you will see a plaque. Shoot this out and a door opposite you will open. Jump the gap to reach the quake multiplier.

From here, jump down to where you started and then into the now empty drainage tunnel. Find the hatch leading out and head up the lift, watch out for the hounds. In the room at the top activate the two switches, one will open the door and the other raises the bridge outside so you can reach the door. Enter the new room and get ready to kill everything in sight, once everything is dead a Tank will rise up in the centre. Stay above it and pick it off with grenades or rockets. On the far side you can find the BFG 10K if you need a refill. Once the Tank is down a bridge will extend across the gap to the other side. Before crossing, make sure you stock up on the pick-ups in the pit.

SECRET THREE

As you cross the bridge look back, on the top left-hand side you can see a small square. Shoot this and a door will open on the right. Inside the small room you can find a shot of adrenaline.

Cross the bridge and head for the door at the end of the corridor. Inside you'll find a switch to open the large doors you just passed. Enter these doors and head towards the lift to visit the core.

LEVEL EIGHTEEN: DESCENT TO CORE

Mission Objectives:
Descend into core
Locate Strogg Command

Head through the first door and kill the Berserker. At the end of the tunnel you will see a giant mechanism. If you look up you can see two Iron Maidens on each corner of the platform. Take these girls out before you go any further.
Now walk to the edge and face slightly to one side. As soon as you see the platform rise up from below, walk out onto it. When you see the platform above walk forward onto it.

SECRET ONE

Just after the lift has passed, jump down onto the narrow ledge in the centre of the moving pole. Turn around and look up, above the passage you came from you can see a small ledge. Ride the lift as it rises and jump off on to this ledge, here you'll find a power amplifier.

Collect the pick-ups from the little nooks and then head down the hole. The next room you reach is inside a giant mechanism, head to the gap in the centre and watch the pipes. You'll see that there are two small ledges on which you can stand. It is best to wait until you see the one on the right appear as the left always follows shortly there after. As you rise up look out for the thin platform, there are many enemies on this platform so as soon as you step on to it jump down to the platform below. Head to the only room that exits this section. On each side you'll see moving parts, every now and then a cog will appear. Ride one of these up to the next level.
You will then reach another section where you must cross the large holes. Instead of riding the platform up, look down and you'll see a door. Run across the platform and drop off just in front of the door. Follow the next corridor and you will reach a room with a huge hole in the middle. Take out the enemies guarding this section before you head across. Walk to the edge and watch for the lift that comes up, as it raises jump on to it and then off the other side. Head through the door to finish the level. Phew.

SECRET TWO

On the last lift section, instead of just running across the lift to the door, remain on the lift and jump off when you are in line with the platform above. Turn around and you'll see a mega health on the opposite side. Use the lift to cross this gap and collect your findings.

LEVEL NINETEEN: COMMAND CORE

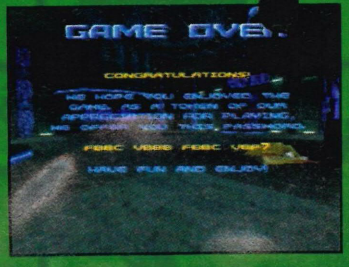
Mission Objectives:
Destroy the Guardians
Shut down the core

SECRET ONE

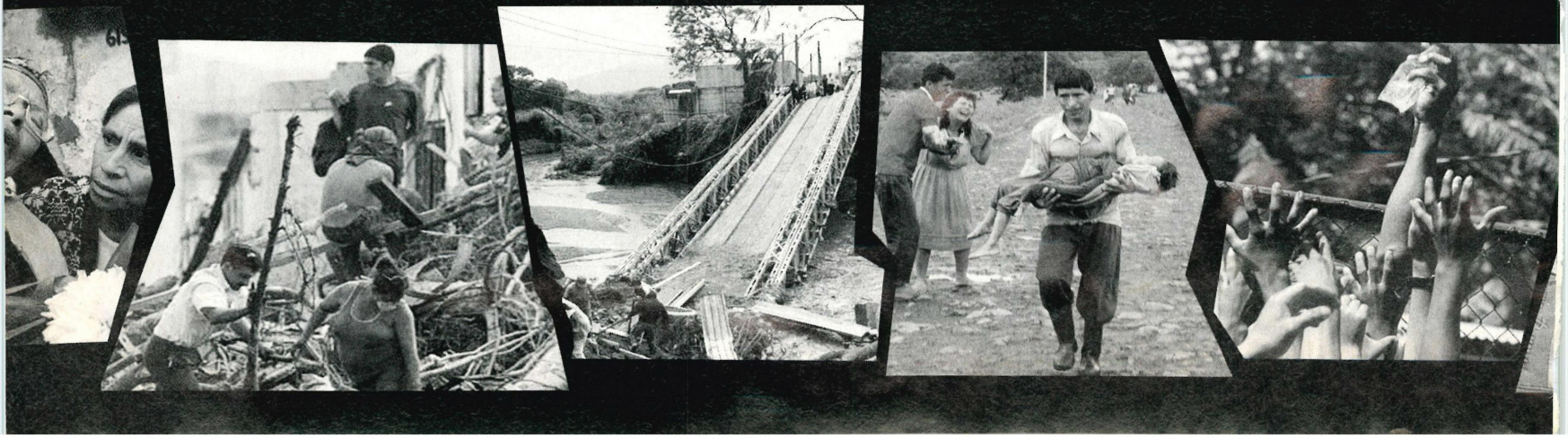
Instead of taking the lift up, trigger it off so it rises and then drop down into the hole. Here you will find armour and a power shield. Use the teleporter to return.

Head straight on at the start and take the lift up. Check both routes for pick-ups and ammo. When you have completely cleared the area, head for the large door on the ground floor. You will reach a teleporter which gradually opens.

Step into it and you will be transported into the arena. On either side of the central pillar you will see two giant Tanks. Use your rockets to take these guys out. Try not to let them box you in though. After they are dead, two flying Tanks will appear from pods at the side of the room. These also contain Health and Ammo. Behind the pillar directly opposite from where you start you can find a mega health. When dealing with the flying Tanks it is best to circle-strafe them and use your most powerful weaponry – like the BFG 10K. Once you have killed these mothers the game will end and you will be given a password for an extra level.



SHE HAS TWO THINGS LEFT TO CLING TO. ONE IS HER



When the picture was taken, this Honduran girl had just survived the largest natural disaster to hit Central America this century. A mudslide wiped out her home in the Tegucigalpa hills. In a state of shock, she clings to her pet dog - she also clings to the hope that someone, somewhere will help.

The hurricane is over, the relief effort is just beginning.

The disaster may have happened in November, but the need for outside aid is more pressing as time goes by. The hurricane caused immense short-term damage, but the long-term effects could be catastrophic.

The fields are decimated and left infertile. Bridges and roads have been swept aside and access to some regions is extremely difficult. Ironically, though much of the country has been flooded, there is little uncontaminated water to drink. The risk of cholera and typhus is always there, and could reach epidemic proportions.

The people of Central America are resilient and resourceful, but they do need our help to put the basic infrastructure in place so that they can start to re-build their lives.

Don't let her down - please give what you can.

11,000 people are feared dead, many more are missing and millions are homeless. This advertising space itself has been donated by the magazine, so please donate what you can. There are so many people in Central America clinging to the hope that you will.

For Credit Card donations please call

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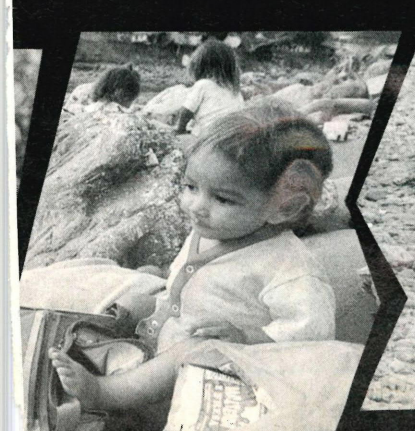
CENTRAL AMERICA HURRICANE APPEAL

Coordinated by the Disasters Emergency Committee representing ActionAid, British Red Cross, CAFOD, CARE, Christian Aid, CCF, MERLIN, OXFAM, Save the Children, Tearfund and World Vision.

Supported by the British Magazine Industry. All photographs donated by Reuters News Pictures Service. Campaign created by River Advertising.

PET DOG, THE OTHER IS THE HOPE THAT YOU'LL HELP.



I would like to help the people of Central America with a donation of:

£250☐ £100☐ £50☐ £30☐ £15☐ Other £☐

I enclose a cheque/PO payable to The DEC Hurricane Appeal or please debit my:
Diners Club / Access / Visa / Amex Card / CAF Charity Card

Card number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date ☐☐–☐☐ Signature _____

Name _____

Address _____

Postcode _____ B

Please send to: The DEC Hurricane Appeal, 52 Great Portland St, London W1N 5AH.

HIGH SCORES

1080° SNOWBOARDING

AIR MAKE
Ross McKinstray – 101750 pts

CRYSTAL LAKE
Daniel Dunn – 1'02.73
Daniel Dunn – 71663 pts

GOLDEN FOREST
Daniel Dunn – 1'19.82
Abraham Alzouman – 61109 pts

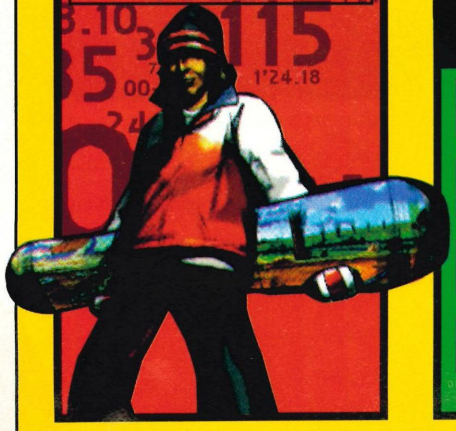
DRAGON CAVE
Harold Spiggot – 1'24.25
Jeremy Wendt – 79535 pts

HALF PIPE
Ross McKinstray – 122328 pts

CRYSTAL PEAK
Daniel Dunn – 1'27.21
Dominic Floyd – 80320 pts

MOUNTAIN VILLAGE
Daniel Dunn – 1'30.15
Daniel Dunn – 61740 pts

DEADLY FALL
Norman Obeseki – 1'07.88
Dominic Floyd – 147801 pts



GOLDENEYE 007

DAM
Richard Dunn – 00:25

FACILITY
Richard Dunn – 00:35

RUNWAY
John Hunter – 0:13

SURFACE
Richard Dunn – 00:20

BUNKER
Simon Hunt – 00:11

SILO
John Hunter – 1:04

FRIGATE
Simon Hunt – 00:06

SURFACE
Richard Dunn – 00:29

BUNKER
Richard Dunn – 00:15

STATUE
Richard Dunn– 1:38

ARCHIVES
Richard Dunn – 00:10

STREETS
Richard Dunn – 00:35

DEPOT
Richard Dunn – 00:13

TRAIN
Joe Kelly – 00:55

JUNGLE
Richard Dunn – 0:59

CONTROL
John Hunter – 03:52

CAVERN
John Hunter – 00:39

CRADLE
Bobby Kenny – 00:36

AZTEC COMPLEX
Martin Flood – 01:56

EGYPTIAN TEMPLE
Bobby Kenny – 00:42

DIDDY KONG RACING

ANCIENT LAKE
UK Race: 0'43.05 – Justin Marshall

FOSSIL CANYON
UK Race: 1'10.71 – Thomas Geoffries

HOT TOP VOLCANO
UK Race: 1'14.54 – Joe Perry

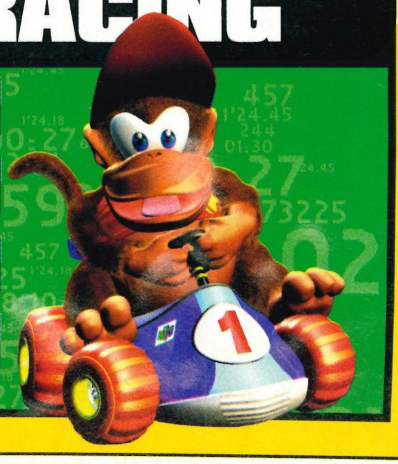
JUNGLE FALLS
UK Race: 0'47.00 – Joe Perry

WALRUS COVE
UK Race: 1'40.34 – Joe Perry

CRESCENT ISLAND
UK Race: 1'14.31 – Richard Dunn

WINDMILL PLAINS
UK Race: 1'45.76 – Joe Perry

DARKMOON CAVERNS
UK Race: 1'48.90 – Joe Perry



SEND US YOUR SCORES

We're getting a little bored with the same high scores month in month out so we're going to change it around a little. There are some new games in town and we know they are hot enough for you to get, so we are going to throw them into our 'High Scores' cauldron and let you add the vital ingredients. Starting next month we will be seeing:
STAR WARS: EPISODE 1 RACER

SNOWBOARD KIDS

ROOKIE MOUNTAIN
UK Race: 0'26.63 – Alan Dundas

BIG SNOWMAN
UK Race: 1'37.73 – Robert Gallagher

SUNSET ROCK
UK Race: 1'35.40 – Alan Dundas

NIGHT HIGHWAY
UK Race:1'32.20 – Erwin Zeevaart

GRASS VALLEY
UK Race: 1'42.83 – Alan Dundas

DIZZY LAND
UK Race: 1'36.80 – Erwin Zeevaart

NINJA LAND
UK Race: 0'23.76 – Robert Gallagher

QUICKSAND VALLEY
UK Race: 1'36.43 – Alan Dundas

SILVER MOUNTAIN
UK Race: 1'46.30 – Erwin Zeevaart

MARIO KART 64

LUIGI RACEWAY
UK Race: 0'49.64 – Richard Dunn
UK Lap: 0'13.06 – Daniel Dunn
US Race:1'23.10 – George Weif
US Lap: 0'26.21 – Tim Kliewer

WARIO STADIUM
UK Race: 0'21.22 – Richard Dunn
UK Lap: 0'05.20 – Barry Drew
US Race: 1'06.37 – George Weif
US Lap: 0'05.41 – Greg Ihnatenko

YOSHI VALLEY
UK Race: 0'35.56 – Barry Drew
UK Lap: 0'11.15 – Daniel Dunn
US Race: 1'30.93 – Loustarinen Tata
US Lap: 0'09.30 – George Weif

MOO MOO FARM
UK Race: 1'20.29 – Glen McHorton
UK Lap: 0'26.28 – Glen McHorton
US Race: 1'17.30 – Greg Ihnatenko
US Lap: 0'26.43 – Greg Ihnatenko

SHERBERT LAND
UK Race: 1'50.10 – Glen McHorton
UK Lap: 0'36.24 – Glen McHorton
US Race: 1'44.47 – Greg Ihnatenko
US Lap: 0'34.38 – Greg Ihnatenko

BANSHEE BOARDWALK
UK Race: 1'59.18 – Glen McHorton
UK Lap: 0'39.06 – Glen McHorton
US Race: 1'50.70 – George Weif
US Lap: 0'36.45 – Greg Ihnatenko

KOOPA TROOPA BEACH
UK Race: 1'26.03 – Glen McHorton
UK Lap: 0'28.18 – Glen McHorton
US Race: 1'24.91 – Tim Kliewer
US Lap: 0'26.70 – Greg Ihnatenko

ROYAL RACEWAY
UK Race: 2'08.76 – Rob Pierce
UK Lap: 0'42.28 – Rob Pierce
US Race: 1'48.73 – George Weif
US Lap: 0'35.89 – George Weif

RAINBOW ROAD
UK Race: 4'00.49 – Glen McHorton
UK Lap: 1'19.14 – Glen McHorton
US Race: 4'16.89 – Matthew Bailey
US Lap: 1'21.69 – Greg Ihnatenko

KALIMARI DESERT
UK Race: 1'26.15 – Glen McHorton
UK Lap: 0'25.38 – Glen McHorton
US Race: 1'39.14 – Tim Kliewer
US Lap: 0'32.65 – Tim Kliewer

BOWSER CASTLE
UK Race: 2'04.76 – Glen McHorton
UK Lap: 0'40.46 – Glen McHorton
US Race: 1'58.24 – Loustarinen Tata
US Lap: 0'39.18 – Greg Ihnatenko

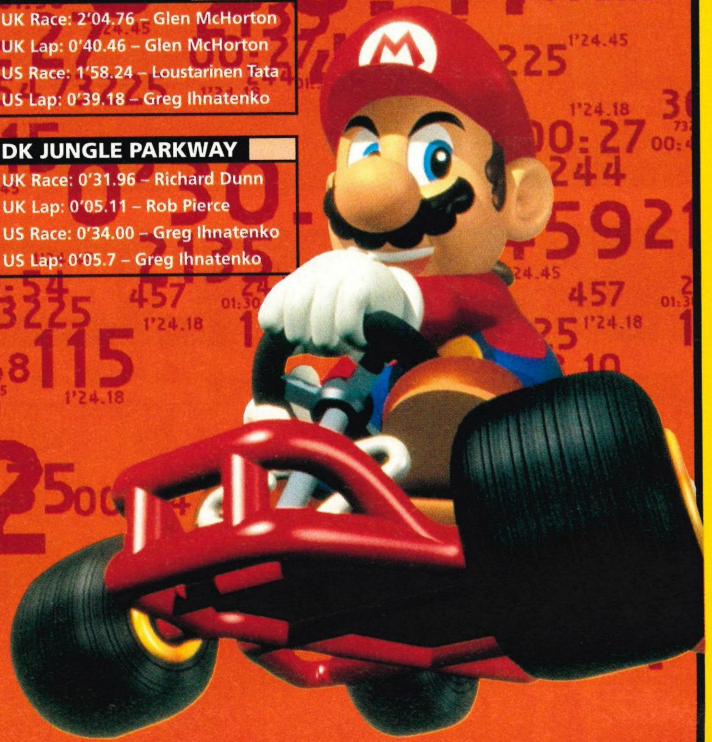
TOAD'S TURNPIKE
UK Race: 1'47.19 – Glen McHorton
UK Lap: 0'33.09 – Alan Dundas
US Race: 1'51.04 – Greg Ihnatenko
US Lap: 0'34.05 – Greg Ihnatenko

DK JUNGLE PARKWAY
UK Race: 0'31.96 – Richard Dunn
UK Lap: 0'05.11 – Rob Pierce
US Race: 0'34.00 – Greg Ihnatenko
US Lap: 0'05.7 – Greg Ihnatenko

FRAPPE SNOWLAND
UK Race: 0'28.12 – Steven Canuck
UK Lap: 0'06.54 – Alan Dundas
US Race: 0'26.13 – Loustarinen Tata
US Lap: 0'05.51 – G Weif/G Ihnatenko

CHOCO MOUNTAIN
UK Race: 1'00.56 – Richard Dunn
UK Lap: 0'18.73 – Daniel Dunn
US Race: 1'24.18 – Thomas Geoffries
US Lap: 0'27.80 – Greg Ihnatenko

MARIO RACEWAY
UK Race: 1'02.63 – Steven Canuck
UK Lap: 0'18.69 – Glen McHorton
US Race: 0'57.63 – George Weif
US Lap: 0'17.96 – Greg Ihnatenko



F-1 GRAND PRIX

BRITAIN	**BRAZIL**
Ben Yarwood: 00:40.40	Glen McHorton: 00:37.44
GERMANY	**SAN MARINO**
Mark Milsted: 00:44.44	Ben Yarwood: 00:45.68
HUNGARY	**ARGENTINA**
Glen McHorton: 00:43.88	Glen McHorton: 00:42.77
ITALY	**MONACO**
Ben Yarwood: 0:039.27	Glen McHorton: 00:43.44
LUXEMBOURG	**AUSTRALIA**
Glen McHorton: 00:40.93	Ben Yarwood: 00:46.16
JAPAN	**SPAIN**
Glen McHorton: 00:54.33	Glen McHorton: 00:46.25
EUROPE	**FRANCE**
Ben Yarwood: 00:43.92	Glen McHorton: 00:41.31
AUSTRIA	**CANADA**
Glen McHorton: 00:40.52	Glen McHorton: 00:39.35

WIPEOUT 64

KUES BRIDGE	**MACHAON II**
Race: 1.40.2 – Rick Jones	Race: 3.00.0 – Paul Stocks
Lap: 18.0 – Jan-Erik Spangberg	Lap: 31.1 – Jan-Erik Spangberg
DORON IV	**TERAFUMOS**
Race: 2.31.3 – Paul Stocks	Race: 2.26.7 – Rick Jones
Lap: 27.8 – Jan-Erik Spangberg	Lap: 28.2 – Jan-Erik Spangberg
SOKANA	**VELOCITAR**
Race: 2.47.1 – Paul Stocks	Race: 2.08.8 – Paul Stocks
Lap: 30.6 – Jan-Erik Spangberg	Lap: 24.5 – Jan-Erik Spangberg
DYRONESS	
Race: 2.04.0 – Paul Stocks	
Lap: 20.2 – Jan-Erik Spangberg	

V-RALLY 99

INDONESIA		
Stage1	3'16.21	Bobby Hughes
Stage2	4'06.09	Bobby Hughes
Stage3	5'27.59	Andrew Stevens

SAFARI		
Stage1	3'32.19	Andrew Stevens
Stage2	5'39.50	Andrew Stevens
Stage3	5'34.02	Andrew Stevens

CORSICA		
Stage1	4'51.37	Andrew Stevens
Stage2	5'40.40	Andrew Stevens
Stage3	5'28.51	Andrew Stevens

NEW ZEALAND		
Stage1	4'32.41	Andrew Stevens
Stage2	5'47.38	Andrew Stevens
Stage3	5'32.39	Paul Stocks

ENGLAND		
Stage1	4'40.20	Andrew Stevens
Stage2	5'00.19	Harold Hill
Stage3	5'36.59	Andrew Stevens

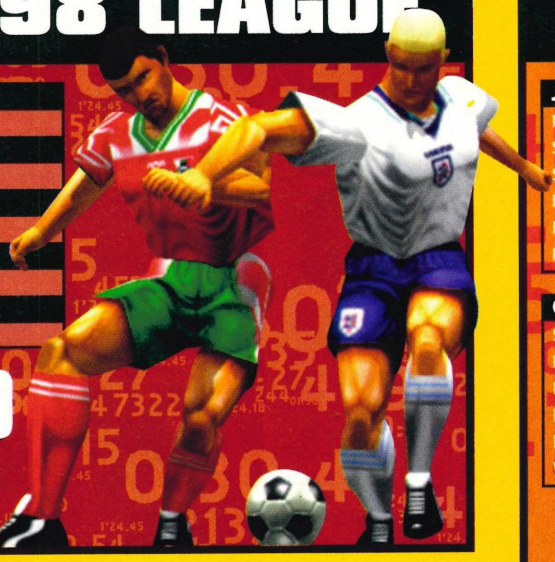
FRENCH ALPS		
Stage1	5'35.19	Paul Stocks
Stage2	5'12.27	Martin Green
Stage3	7'56.19	Paul Stocks

SPAIN		
Stage1	4'39.01	Andrew Stevens
Stage2	5'39.50	Andrew Stevens
Stage3	5'34.02	Andrew Stevens

SWEDEN		
Stage1	4'57.50	Andrew Stevens
Stage2	5'51.39	Andrew Stevens
Stage3	6'51.41	Andrew Stevens

ISS '98 LEAGUE

1 Nawaab Menolee 40-0
2 Sam Elliott 36-1
3 Saul Gatstone 32-1
4 Gary Stepton 29-0
5 Graeme Elder 20-0
6 Stephen Darrow 20-0
7 Darren Hale 19-0
8 Lee (TN64) 19-0
9 Nick (TN64) 11-0
10 Jon (TN64) 3-0



40-0

Nawaab Menolee is this months top scorer.

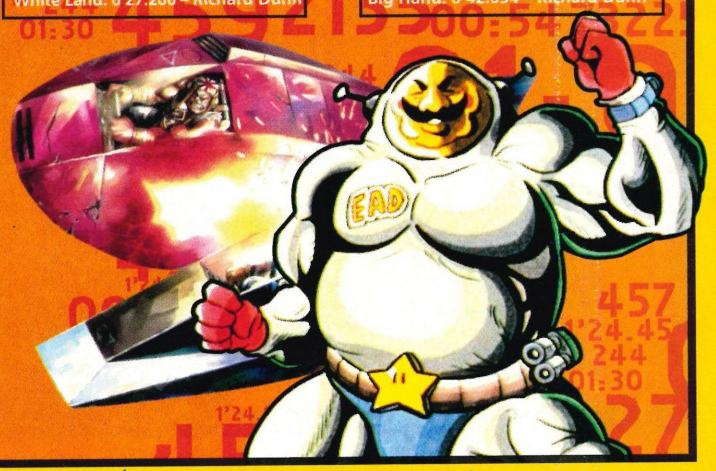
F-ZERO X

JACK CUP
Mute City: 0'24.140 – Richard Dunn
Silence: 0'21.698 – Richard Dunn
Sand Ocean: 0'20.691 – Richard Dunn
Devil's Forest: 0'23.454 – Richard Dunn
Big Blue: 0'26.995 – Richard Dunn
Port Town: 0'26.429 – Richard Dunn

KING CUP
Fire Field: 0'23.679 – Richard Dunn
Silence2: 0'28.430 – Richard Dunn
Sector Beta: 0'28.774 – Richard Dunn
Red Canyon2: 0'27.113 – Richard Dunn
White Land2: 0'20.564 – Richard Dunn
Mute City3: 0'28.829 – Richard Dunn

QUEEN CUP
Sector Alpha: 0'23.104 – Richard Dunn
Red Canyon: 0'23.376 – Richard Dunn
Devil's Forest2: 0'24.061 – Richard Dunn
Mute City2: 0'21.196 – Richard Dunn
Big Blue2: 0'20.243 – Richard Dunn
White Land: 0'27.206 – Richard Dunn

JOKER CUP
Rainbow Road: 0'37.875 – R. Dunn
Devil's Forest3: 0'24.249 – R. Dunn
Space Plant: 0'34.895 – R. Dunn
Sand Ocean2: 0'29.165 – R. Dunn
Port Town: 0'34.366 – Richard Dunn
Big Hand: 0'42.054 – Richard Dunn



LYLAT WARS

CORNERIA
Rob Pierce – 275

METEO
Andrew Robson – 449

SECTOR Y
Andrew Robson – 294

KATINA
Tim Kliewer – 327

AQUAS
Andrew Robson – 211

FORTUNA
Arron Taylor – 87

BOLSE DEFENCE
Andrew Robson – 340

SOLAR
Andrew Robson – 144

ZONESS
Bobby Hughes – 384

AREA 6
Greg Ihnatenko – 535

SECTOR X
Andrew Robson – 308

MACBETH
Andrew Robson – 253

AREA 6
Greg Ihnatenko – 535

SECTOR Z
Bobby Hughes – 117

TITANIA
Andrew Robson – 305

VENOM
Andrew Robson – 302

STAR PRIZE!

NAWAAB MENOLEE

RUNNERS UP: CHRIS TEMPLE, AARON DIXON, DARREN SIMPSON

A big hurrah goes to Nawaab Menolee for his shooting skills on ISS '98. Over the next few issues we shall be updating our lists to include a whole stack of new games for you lot to test your gaming prowess. Next month we shall be adding *Star Wars: Episode One Racer* to the list - so get to it!

Send your high scores to: High Scores, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

SCORES ON THE DOORS

90-100%	If you don't buy this then you're mad! Essential.
80-89%	Usually have one or two minor faults. Great if you like the genre!
61-79%	Close, but there is an absence of rolled Columbian tobacco leaves.
41-60%	Don't even go there...not only in times of severe need!
00-40%	Only masochists need apply! Buy a Playstation for games like this!

80-89%

Titles receiving the Total N64 Silver award are of a great quality. However, they might not appeal to everyone .

90-100%

The Total N64 Gold award is reserved only for those titles that you must own. Only true classics need apply!

CRITICAL MASS

What's it all about! Total N64 presents the full guide to every N64 game ever!

Total Recall is Total N64's exhaustive round-up of every game on the N64. Before you open your wallet to buy a game you must consult these holy pages to see whether your money will be well spent or simply wasted...

Our reviewers know a good game when they play one and will steer you well clear of turkeys.

Our ten top 5 charts will also tell you what the greatest games are in every genre, meaning that you need never spend valuable playing time wondering about which game to buy!

We'll also cover other stuff we think is cool from time to time, and you may even find some big-up compo action lurking!

All-Star Baseball 2000 — 89%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	BASEBALL	PLAYERS	1-4

The most playable and realistic Baseball sim anywhere on this planet.

All-Star Tennis '99 — 79%

PUBLISHER	UBISOFT	SAVE	MEMORY PAK
DEVELOPER	UBISOFT	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	ARCADE TENNIS	PLAYERS	1-4

Novel ideas fail to elevate this game above it's stature as a Tennis sim.

Banjo-Kazooie — 93%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	RARE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORM ADVENTURE	PLAYERS	1

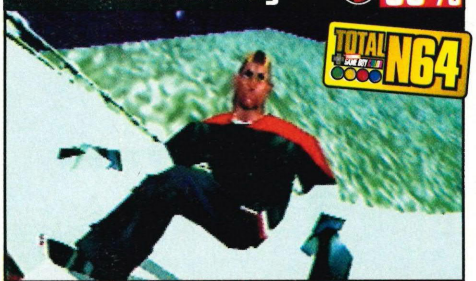
Is this game better than Mario 64 or not? It's a tough one, that's for sure. Sublime graphical landscapes are spread out before your bird/bear combo and they are just begging to be fully explored!

Battletanx — 80%

PUBLISHER	3DO	SAVE	MEMORY PAK
DEVELOPER	PSYCLONE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

An uninspiring one-player adventure with some super multiplayer fun.

1080° Snowboarding — 90%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1-2

Developed by Nintendo's Wave Race team, 1080° features gorgeous snow physics, beautiful graphics and perfectly pitched playability. Simply the greatest snowboarding game money can buy.

Aerofighters Assault — 55%

PUBLISHER	VIDEO SYSTEMS	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	JET DOGFIGHTING	PLAYERS	1-2

Tries to be *Pilotwings* with weapons, but completely and utterly fails.

Aero Gauge — 51%

PUBLISHER	ASCII	SAVE	MEMORY PAK
DEVELOPER	LOCOMOTIVE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

This is nothing but a loser's version of Wipeout 64. Avoid like death.

Airboarder 64 — 72%

PUBLISHER	HUMAN	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	AIRBOARDING	PLAYERS	1-2

Great ideas inspired by *Back To The Future 2*, but sadly a little shallow.

A Bug's Life — 76%

PUBLISHER	DISNEY	SAVE	MEMORY PAK
DEVELOPER	PIXAR	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	ARCADE TENNIS	PLAYERS	1

A great film but a very generic and disappointing game.

All-Star Baseball '99 — 82%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	BASEBALL SIMULATION	PLAYERS	1-4

Great Baseball game, that is virtually rendered obsolete by its successor.

Beetle Adventure Racing — 92%

PUBLISHER	EA	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

The best arcade racer on the N64 so far. Ignore what lesser mags tell you.

Bio-Freaks — 78%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	SAPPHIRE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Great ideas and loads of gore let down by some poor execution.

Blast Corps — 85%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	RARE	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	DESTROY!	PLAYERS	1

It's a puzzler! It's a destruction sim! It's a damn fine title from Rare!

Blades Of Steel — 77%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-3

Skating on thin ice once more. Why won't these games puck off!

BEST SHOOT 'EM-UPS

Body Harvest — 90%

PUBLISHER	GREMLIN	SAVE	MEMORY PAK
DEVELOPER	DMA DESIGN	RUMBLE PAK	YES
PRICE	£29.99	EXPANSION PAK	NO
GENRE	EVERYTHING!	PLAYERS	1

Tired looking but action-packed blaster with a huge range of vehicles!

Buck Bumble — 85%

PUBLISHER	UBI SOFT	SAVE	MEMORY PAK
DEVELOPER	ARGONAUT	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-2

Great shoot 'em-up let down by poor graphics and some hideous fog.

California Speed — 41%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	ATARI	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

A poor arcade racer? On the N64? Who'd ever have thought it?

Bomberman 64 — 65%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	HUDSON	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1-4

Hudson try to make Bomberman the new platform hero, and fail badly!

Bust-A-Move 2 — 61%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

Fire multi-coloured balls at more balls to make balls disappear.

Chameleon Twist — 40%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	SUNSOFT	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1-4

A guy with a long tongue embarks upon an adventure - unfortunately.

Bomberman Hero — 71%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	HUDSON	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1-2

Hudson try to beat Mario 64 again. Not surprisingly,they fail. Again.

Bust-A-Move 3 — 70%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

A fine game certainly, but it's not really pushing your N64's capabilities.

Chameleon Twist 2 — 33%

PUBLISHER	JAPAN SUPPLY SYSTEM	SAVE	BATTERY B-UP
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	PLATFORM	PLAYERS	1

Bloody horrific platform game. Really, really bad. I wouldn't with yours...

Bottom Of The 9th — 75%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-2

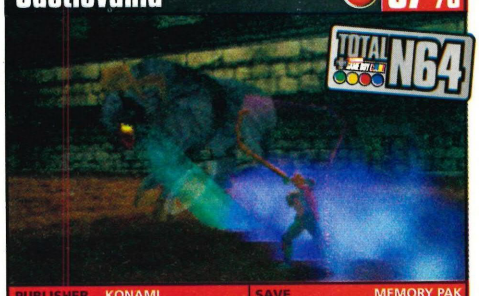
"American sports are awful" says our designer. And he's right, too!

Bust-A-Move '99 — 49%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	APPROX. £50	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

A tired, boring and thoroughly unexciting prospect.

Castlevania — 87%



PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	3D ADVENTURE	PLAYERS	1

Castlevania has it's faults, but it possesses a unique charm that will pull you back again and again. Great looking, great sounding and great to play with a brooding atmosphere throughout. Fangtastic!

Charlie Blast's Territory — 74%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	REALTIME ASSOCIATES	RUMBLE PAK	YES
PRICE	£50.00	EXPANSION PAK	NO
GENRE	PUZZLER	PLAYERS	1-2

Bad looking puzzler with some addictive Bomberman-esque playability.

Chopper Attack — 79%

PUBLISHER	SETA	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1

Not the worst game on the N64. No way. Not the best either though.

Clayfighter 63 ⅓ — 28%

PUBLISHER	INTERPLAY	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Undoubtedly the biggest joke we have ever witnessed. How we laughed.

Cruis'n USA — 51%

PUBLISHER	NINTENDO	SAVE	NO
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

It's another shoddy racing game from Midway. (TN64 feigns surprise...)

ORIGINAL CLASSICS — Great games you might have missed...

SHADOWS OF THE EMPIRE

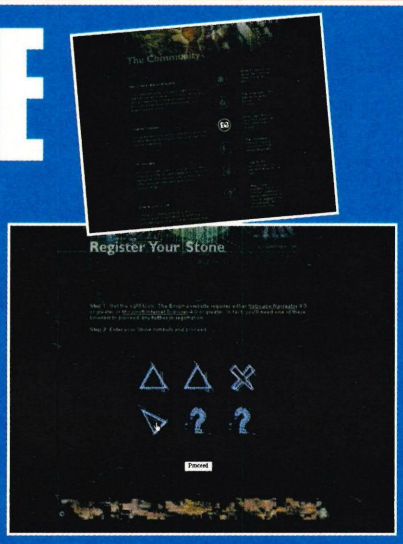
ORIGINAL CLASSICS

One of the launch games for the N64, *Shadows Of The Empire* was the butt of many bad reviews at the time of launch, due to the fact that it tried to mix and match several different game styles and failed to excel at any of them. However, the fact remains that despite a couple of dodgy sections (the train level, for example), there is plenty to make up for it. Taking down AT-ATs with your snowspeeder, or AT-STs that you come across while on foot, is great, as is meeting Boba Fett in a one-on-one jetpack duel! It's not worth buying at full price, but if it comes out on the Player's Choice budget label, or if you see it going cheap second-hand, it really won't disappoint any of you Star Wars fans.

BEST RACING GAMES

CAUGHT IN THE WEB http://www.thestone.com

THE STONE



The Stone is a new craze that is soon to take over the world! This is the idea right – are you listening? You go to a shop, yeah, like Toys R Us or something, and you buy this small plastic pyramid. When you manage to break it open, you get a little book of riddles and this stone with arcane symbols on. You then register your stone at the above address... no, wait, come back, it gets better! Then you find your stone mate (someone else in the world with the same stone as you), and then you have to solve puzzles together, puzzles that have been confusing man since the dawn of time. And stuff. And it's really great. You never know, one of you out there may be our stone mate!

F-1 World Grand Prix II 91%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	RACING	PLAYERS	1-2

Basically, this is *F1 World Grand Prix*, but at about ten times the speed! Everything you loved about the original is here, although unfortunately the blurry graphics have stayed as well.

FIFA 64 85%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

A great footie game that is now firmly eclipsed by Fifa '99 and ISS '98.

Cruis'n World 79%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Undoubtedly better than a kiss from Vanessa Feltz - but not much.

Dual Heroes 53%

PUBLISHER	HUDSON	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£54.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-4

Once again Hudson don't develop the best game in the world. Woah!

Fifa: RTTWC '98 75%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

Offered nothing new and showed signs that the series was weakening.

Dark Rift 73%

PUBLISHER	DARK RIFT	SAVE	MEMORY PAK
DEVELOPER	VIC TOKAI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-22

Proclaimed Tekken beater gets knocked out in the first round. 1, 2, 3...

Duke Nukem 64 85%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Dated, but fantastic shoot 'em-up action from the Dookster himself.

FIFA '99 94%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	EA SPORTS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

We reckon that this is the greatest football game ever, only just edging past ISS '98. Amazing graphics and animation and spot-on playability make this THE game to beat for Konami.

Dezaemon 3D 52%

PUBLISHER	ATHENA	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP CREATOR	PLAYERS	1

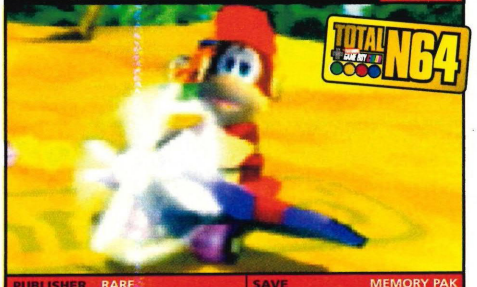
Fantastic shoot 'em-up creating ideas crying out for a PAL translation.

Doom 64 71%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1

Doom has been in this business "50 years, man and boy". It's tired out.

Diddy Kong Racing 92%



PUBLISHER	RARE	SAVE	MEMORY PAK
DEVELOPER	RARE	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Think Mario Kart 64 crossed with Banjo-Kazooie and you have a superb vehicular adventure game. Packed with charm, although maybe a little too cute for some "grown-ups". Purrleese!

Extreme-G 74%

PUBLISHER	HUDSON	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Poor early attempt at creating a Wipeout beater for the N64.

Extreme-G2 80%

PUBLISHER	ACCLAIM	SAVE	BATTERY B-UP
DEVELOPER	PROBE	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Very fast and gorgeous looking but ultimately flawed in many ways.

Fighters Destiny 84%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

An interesting fighting system that does not quite match up to Tekken.

F-1 World Grand Prix 90%

PUBLISHER	VIDEO SYSTEMS	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES
PRICE	£29.99	EXPANSION PAK	NO
GENRE	F1 SIMULATION	PLAYERS	1-2

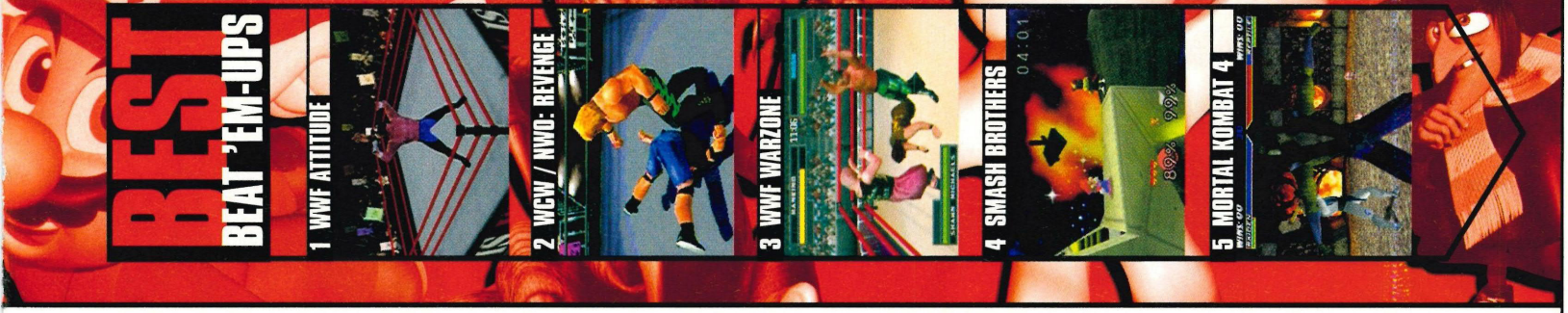
A superb F1 simulation that stands head and shoulders above the pack.

Fighting Force 65%

PUBLISHER	CRAVE	SAVE	MEMORY PAK
DEVELOPER	CORE DESIGN	RUMBLE PAK	YES
PRICE	APPROX. £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

An intriguing platform puzzler with shedloads of depth.

BEST BEAT 'EM-UPS



Forsaken — 91%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£59.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Seriously sickening shooter with 360° movement and some great choons.

F-Zero X — 90%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Nintendo's original speed-freak is a stunningly fast and playable game.

G.A.S.P. — 64%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Great ideas do not make this the Holy Grail of beat 'em-ups.

Gex 64 — 65%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

It's great on the Playstation, but is seriously outdone by the N64's stars.

Glover — 82%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	HASBRO	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

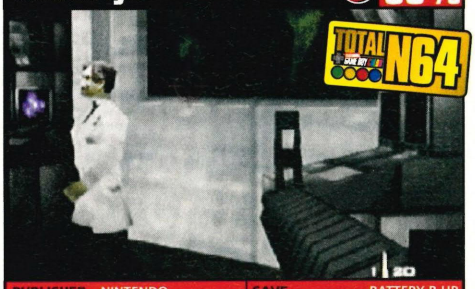
A handy little title that stands up well to the N64's top platformers.

CHOICE CUTS — *The tastiest morsels of N64 gaming...*

DIDDY KONG RACING

You're a dextrous monkey in a turbo powered kart, and he's three tons of blubber. All you've got to do is beat him to the top of a hill. No problemo. Except the git only goes and gets a sneaky head start, doesn't he? And you didn't realise you'd have to contend with falling pillars and Indiana Jones style rolling boulders, did you? On top of that, you've got horn-face here trying to stomp you into the ground or knock you off the edge of the mountain. Oh yeah, and he can run too, vanishing into the distance so fast you don't believe he was ever there. With enough practice though, you will beat him – in a few days possibly. Then you'll feel all tingly inside, because you've just beaten the first boss in the stunning *Diddy Kong Racing*. First boss? Arse...

Goldeneye — 95%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	RARE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Is this the greatest game ever? Quite possibly. Rare's spy-shoot 'em-up is still an office fave well over a year after its release. If you don't own this, then the men in the wood-pannelled station wagon are coming...

Golden Nugget — 68%

PUBLISHER	WESTWOOD STUDIOS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	GAMBLE 'EM-UP.	PLAYERS	1-4

It's alright, but what is the point? Stick to Russian Roulette - it's safer!

GT 64: Championship Edit — 75%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1-2

Poor man's *V-Rally* or *Top Gear Rally*. A homeless beggar's *Gran Turismo*.

Hexen 64 — 53%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	SOFTWARE CREATIONS	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

This game is very, very bad. It's almost as if someone put a hex on it!

Hiryu Stadium — 70%

PUBLISHER	CULTURE BRAIN	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Decent enough fighter, but wait for the UK release of Flying Dragon.

Holy Magic Century — 65%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RPG ADVENTURE	PLAYERS	1

This is not anything resembling a worthy substitute for the mighty Z!

Iggy's Reckin' Balls — 80%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	INSANE RACER	PLAYERS	1-4

Interesting and innovative ball-based wacky races. Great fun with mates.

ISS 64 — 90%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£34.99	EXPANSION PAK	NO
GENRE	ARCADE FOOTBALL	PLAYERS	1-4

Dated, but still great. Firmly bettered by its own sequel and Fifa '99...

ISS '98 — 93%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	ARCADE FOOTBALL	PLAYERS	1-4

Many still maintain that this, and not Fifa '99, is the greatest football game ever made. It's simply a matter of taste - if you can't decide which to get, get 'em both! You'll be glad you did!

Killer Instinct Gold — 72%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	RARE	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

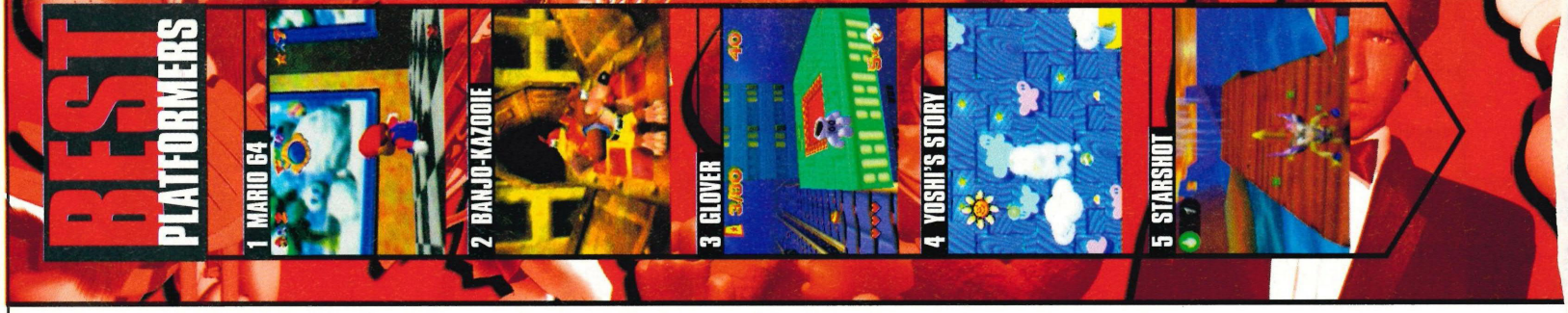
An under par game from Rare! Soon to be listed next to "Hen's Teeth".

King Of Pro Baseball — 79%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	ARCADE BASEBALL	PLAYERS	1-2

Decent jap baseball action that no-one gives a crap about, to be honest.

BEST PLATFORMERS



Knife Edge: Nose Gunner — 49%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	KEMCO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

Really bad shoot'em-up that tries to take on the likes of Time Crisis.

Last Legion UX — 76%

PUBLISHER	HUDSON	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	APPROX. £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

A serious contender for the worst game ever. No, really.

Lamborghini Automobili — 72%

PUBLISHER	TITUS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Yet another below par N64 arcade racing title. Ridge Racer's coming!

Lode Runner — 80%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	BIG BANG	RUMBLE PAK	NO
PRICE	£44.99	EXPANSION PAK	NO
GENRE	PUZZLER	PLAYERS	1

Looks like a dog, plays like a dream. Puzzler with loads of challenge.

Lylat Wars — 91%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£29.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Still the greatest free-flying shoot 'em-up that moolah can buy.

Madden 64 — 87%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	EA SPORTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	AMERICAN FOOTBALL	PLAYERS	1-2

It's American Football! It's quite good! We don't care! Leave us alone!

Magical Disney Tetris — 59%

PUBLISHER	CAPCOM	SAVE	NO
DEVELOPER	CAPCOM	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-2

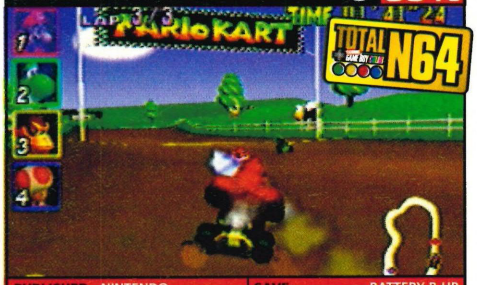
Not even the magic of Disney can save this painfully average release.

Mario Golf — 73%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS	PLAYERS	1-4

Great fun, and we wait in earnest for the English language translation.

Mario Kart 64 — 93%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

As good as the old Snes game, at least - despite what rose-tint spectacled people will tell you. Superb in one player mode, and almost unbeatable for an evening in with three buddies.

Mario Party — 92%

PUBLISHER	THE	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO / HUDSON	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BOARD GAME	PLAYERS	1-4

Absolutely superb multiplayer fun with Mario, Donkey Kong and chums!

Micro Machines 64 Turbo — 91%

PUBLISHER	CODEMASTERS	SAVE	MEMORY PAK
DEVELOPER	CODEMASTERS	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-8

It's hard to describe the charm of Micro Machines to the uninitiated. It doesn't look great, it doesn't sound great, but it is the microchip embodiment of the perrenial reviewer's term "playability".

Mike Piazza's Strikezone — 32%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	DEVIL'S THUMB	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BASEBALL SIM	PLAYERS	1-4

Next time I see a crummy Baseball game I'm gonna whup its scrawny ass!

Mischief Makers — 69%

PUBLISHER	ENIX	SAVE	NO
DEVELOPER	TREASURE	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Enix? Weren't you once masters of the RPG genre. How you've fallen...

Mission: Impossible — 65%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	INFOGRAMES	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SPY-SIMULATION	PLAYERS	1

Not "better than Goldeneye" as one of our rivals said. Absolutely not.

MK: Mythologies — 19%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	RPG BEAT 'EM-UP	PLAYERS	1

If you can find a worse game than this then we'd like to hear about it.

Mortal Kombat Trilogy — 60%

PUBLISHER	GTI	SAVE	NO
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-8

Like playing Mortal Kombat on the Snes, but paying more for it.

Mortal Kombat 4 — 86%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	EUROCOM	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

One of the best beat 'em-ups on the N64. Loads of moves and gory gore!

MRC Racing — 75%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Not actually that bad, but then, not actually that good either.

COMPETITION — WIN! WIN! WIN! WIN! WIN!

Last month we reviewed the brilliant new dance record 'Forsaken The Music', and a track from the album also appeared on our free CD that came with issue 28. This month we've managed to get hold of ten copies to give away to our lucky readers!

All you have to do is answer the following question:

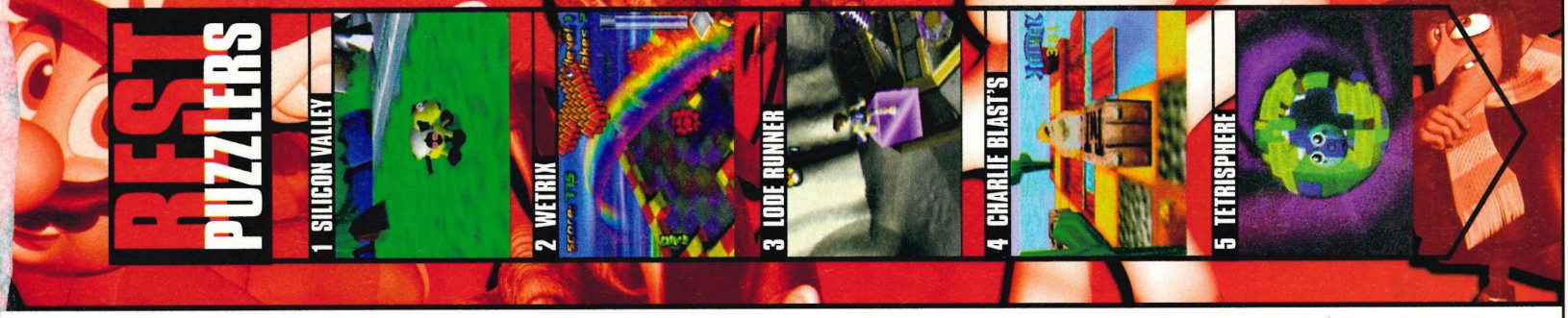
Who published Forsaken?

A. Acclaim
B. Ocean
C. Cryo

Please read the following carefully:
By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Rapide Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into. The closing date for receipt of entries is 1st October 1999 and the winner will be sent their prize as soon as possible after this date.

Send answers to: 'Forsaken CD Compo', Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

BEST PUZZLERS



Mystical Ninja 64 — 83%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RPG / ADVENTURE	PLAYERS	1

Great little adventure starring the eponymous blue-haired ninja hero.

Mystical Ninja 2 [Goemon] — 90%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RPG	PLAYERS	1-2

Dated in style, but we reckon there's something magical about this game that'll keep you coming back again and again. A great two-player mode is the icing on an already tempting cake.

Nagano Winter Olympics — 70%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£59.99	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-4

Like Eddie "The Eagle"Edwards, it's funny, but won't get a medal.

Nascar '99 — 63%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1-2

Round and round and round and round and round and round and ro...

NBA Courtside — 84%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	LEFTFIELD	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

One of the best basketball games for your N64. It's still basketball though.

NBA Hang Time — 74%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

I really wish that the NBA would *do time*, and leave us alone. Go away.

NBA In The Zone '99 — 77%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-4

Yet another average basketball game. Shock! Horror! What a surprise!

NBA Jam '99 — 71%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	NO
PRICE	£44.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

How many more lines of text do I have to write about second-rate,...

NBA Live '99 — 79%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

...American Basketball games. Why won't you just all go away and ...

NBA Pro '98 — 80%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

...make some games that someone in the UK is at all interested in.

NFL Blitz — 87%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	ARCADE US FOOTY	PLAYERS	1-2

Brilliant fun even if you hate American football. Violent gridiron action.

NFL Quarterback Club '98 — 85%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	AMERICAN FOOTY SIM	PLAYERS	1-2

A great game, but like most in its genre it is surpassed by its successor.

NFL Quarterback Club '99 — 89%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	AMERICAN FOOTY SIM	PLAYERS	1-4

The best American football simulation on God's green Earth. Hut!

NHL '99 — 79%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	ICE-HOCKEY SIM	PLAYERS	1-4

Just about as good a hockey game as you're ever going to get. Well, now.

NHL Breakaway '98 — 62%

PUBLISHER	ACCLAIM	SAVE	BATTERY B-UP
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	ICE-HOCKEY SIM	PLAYERS	1

We reckon that ice-skating is for ponces anyway... and hockey's for girls.

NHL Breakaway '99 — 68%

PUBLISHER	ACCLAIM	SAVE	BATTERY B-UP
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	ICE-HOCKEY SIM	PLAYERS	1

The same as Breakaway '98...but with a slightly different title. Cunning.

COMPETITION — WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!

KILLER STAR WARS COMPO

We've got hold of five copies of the soundtrack to the stunning new Star Wars movie, The Phantom Menace, plus five copies of The Duel Of The Fates to give away. The latter is the brilliant choral music you will remember from the trailer to the new film, and, even better, it's limited edition and you can't even buy it in this country!

All you have to do is answer the following question:

Which of the characters in the new film later becomes known as Emperor Palpatine?

A. C-3PO
B. Jar Jar Binks
C. Senator Palpatine

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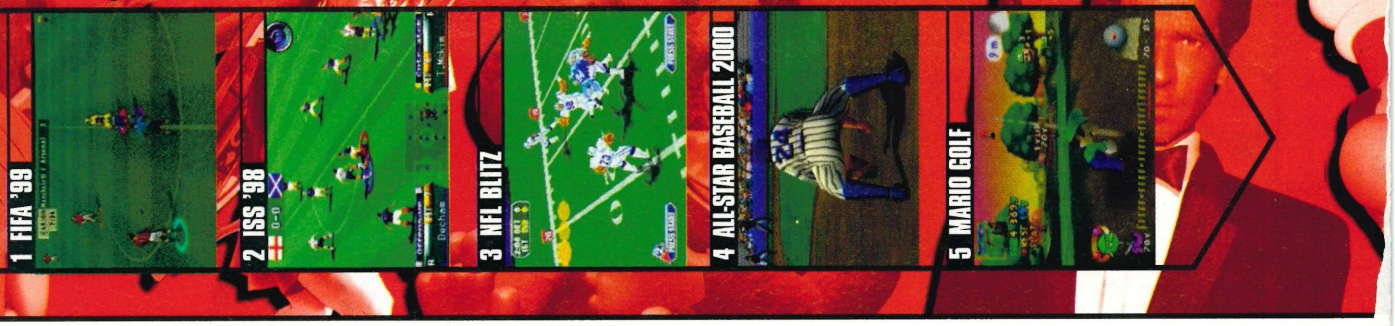
BEST SPORTS GAMES



Nightmare Creatures — 59%

PUBLISHER	ACTIVISION	SAVE	MEMORY PAK
DEVELOPER	KALISTO	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	ADVENTURE	PLAYERS	1

Second-rate Playstation conversion that shows how good we've got it.

Offroad Challenge — 29%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

About as stimulating as the AGM of the national crochet blanket society.

Olympic Hockey — 80%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	HOCKEY SIMULATION	PLAYERS	1-4

Five coloured rings do not prevent this from being a hockey game.

Penny Racers — 80%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	TAKARA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Not Mario Kart 64 but a great little racer with a superb track editor.

Pilotwings 64 — 90%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	PARADIGM	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FLYING SIMULATION	PLAYERS	1

A beautiful and serene way to spend lazy sunday afternoons, catching hot air currents in a variety of aviational vehicles. Not for those with short-attention spans or a fear of flying. A truly sublime experience.

Pokemon Snap — 79%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO/HAL	RUMBLE PAK	YES
PRICE	£50.00 APPROX.	EXPANSION PAK	NO
GENRE	PHOTO 'EM-UP	PLAYERS	1

Surprisingly enjoyable game that is dieing for a PAL translation.

VOUCHER

WILD THINGS

EXCLUSIVE £5 OFF VOUCHER

Get yourself a funky Mirage Pad for a ridiculous £12.99!

This is your last chance to get yourself one of these fantastic Mirage Pads for £12.99, a saving of £5 from the usual price! Made by Wild Things, the Mirage Pad is probably the best third-party pad on the N64, so you'd have to be kerr-a-zee not to take advantage of this superb offer!

Wild Things Money Off Voucher

Please send me: ☐ N64 Mirage Pad *Colour:* ☐ Metallic Gold *Quantity:* ..... *Normal Price £:* £17.99 *Offer Price £:* £12.99

I enclose a cheque made payable to: Wild Things for £

Visa / Delta / Mastercard / Switch - please circle which card.
Card No. Expiry date
Issue No. (Switch only)

Name ..... Post and packaging is **FREE**

Address .....

.....

.....

Please post completed voucher and payment to:
Wild Things, 51 Mill Road, Lisvane, Cardiff, CF4 5XJ. Enquiries tel: 01222 755774

Thank you for your order. Please note this voucher is valid until 31st September 1999.

Premier Manager 64 — 89%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	GREMLIN	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SPORTS	PLAYERS	1-4

Fills a much sought-after niche on the N64, but isn't the best of its genre.

Quake — 75%

PUBLISHER	GTI	SAVE	BATTERY B-UP
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-2

A bit of a disappointment compared to the stunning PC title.

Quake II — 93%

PUBLISHER	ACTIVISION	SAVE	MEMORY PAK
DEVELOPER	RASTER PRODUCTIONS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	RPG	PLAYERS	1-4

Frantic 'n' furious shoot 'em-up that puts *Turok 2* in its place and even matches *Goldeneye* as far as multiplayer thrills go. This is a stonking N64 conversion of an all-time classic PC title.

Racing Simulation: MGP — 89%

PUBLISHER	UBISOFT	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	GRAND PRIX	PLAYERS	1-2

Not quite up to the standard of F1 World Grand Prix, but nearly...

Rakuga Kids — 70%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Dodgy Konami beat 'em-up that tries to be a Street Fighter for kids.

Rampage 2: Universal Tour — 71%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	AVALANCHE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SMASH 'EM-UP	PLAYERS	1-3

Sequel to the classic arcade game that leaves loads to be desired.

Rampage: World Tour — 52%

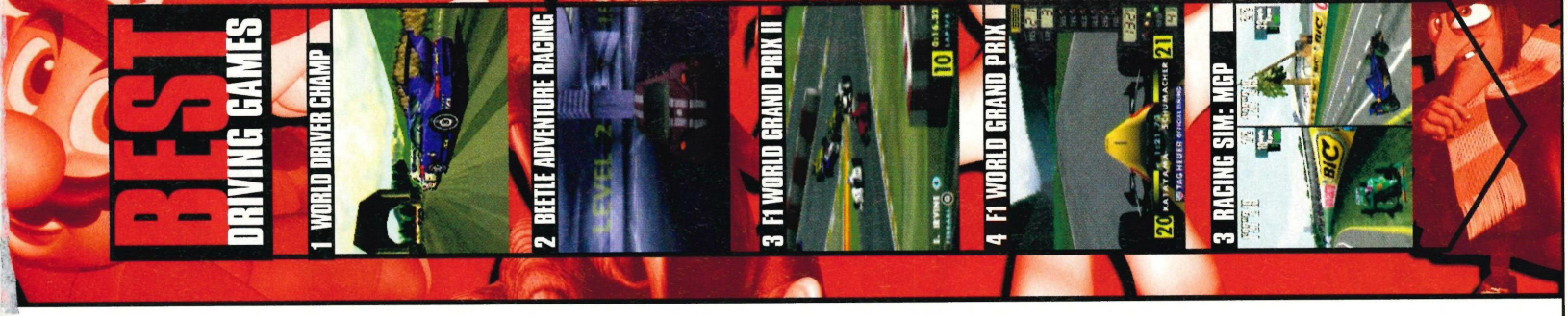
PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	DESTROY!	PLAYERS	1-3

Once this was a classy title. Now it's a mess, face-down in the car-park.

Robotron 64 — 53%

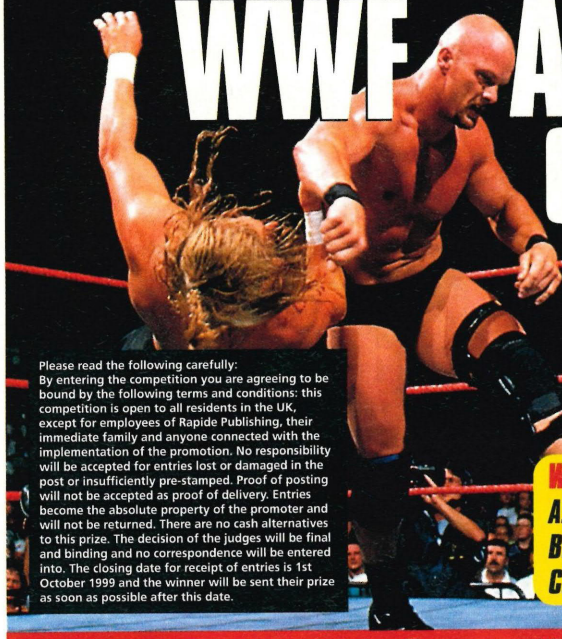
PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	CRAVE ENTERTAINMENT	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1

Ain't retro great? No, not at all, so go away and dwell in the past, fiend!



COMPETITION WIN! WIN! WIN! WIN! WIN!

WWF ATTITUDE GIVEAWAY!



WWF Attitude is Acclaim's fantastic new foray into the world of beefy men who pretend to hit each other, and it's a fantastic rollicking laugh, as you can tell from our review. We wrestled five copies from Acclaim, and they're up for grabs right here. Simply answer the following question:

Who is the WWF's figurehead?

A. 'Quite Bald' Steve Austin
B. 'Stone Cold' Steve Austin
C. 'Wee Jock McPoo Plop' Steve Austin

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Send answers to: 'Hands off my pants!' Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

Snobo Kids 2 — 87%

PUBLISHER	ATLUS	SAVE	MEMORY PAK
DEVELOPER	RACDYM	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1-4

Similar to the prequel, but much better with some great tracks.

South Park — 69%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

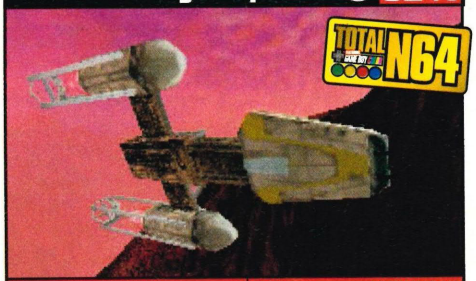
Really bad game from a really good license. Avoid like Vanessa Feltz.

Starshot — 80%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	INFOGRAMES	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Charming platformer that unfortunately has some major flaws.

Star Wars: Rogue Squadron — 92%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	LUCASARTS	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	YES
GENRE	SHOOT 'EM-UP	PLAYERS	1

A truly stunning Star Wars shoot 'em-up which eschews Lylat Wars-style frantic blasting action in favour of a more tactical and realistic (?) approach. An absolute must for Star Wars fans. Oh, that's all of you...

Rush 2 — 77%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Better than its predecessor, and an alright arcade style racing game.

San Francisco Rush — 76%

PUBLISHER	MIDWAY	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Superseded by its sequel, but not much. Slightly dodgy arcade action.

S.C.A.R.S. — 84%

PUBLISHER	UBISOFT	SAVE	MEMORY PAK
DEVELOPER	VIVID IMAGE	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Like a Mario Kart for grown-ups, it's a great game but has some flaws.

Shadowgate 64 — 60%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£50.00	EXPANSION PAK	NO
GENRE	RPG	PLAYERS	1

Shoddy RPG-by-numbers that won't make the Japanese flock to the N64.

Shadows Of The Empire — 80%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	LUCASARTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	STAR WARS SHOOTER	PLAYERS	1-4

Underrated and not bad meshing of genres in the Star Wars universe.

Silicon Valley — 90%

PUBLISHER	TAKE 2	SAVE	BATTERY B-UP
DEVELOPER	DMA	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PUZZLE / PLATFORM	PLAYERS	1

This is an innovative and often hilarious title that oozes playablity and charm. Inhabit the bodies of a host of animals to solve a selection of fiendish puzzles on a doomed space station orbiting Earth.

Smash Brothers — 89%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	HAL	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-4

Great Nintendo beat 'em-up that is crying out for a PAL release soon!

Snowboard Kids — 80%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	ATLUS	RUMBLE PAK	YES
PRICE	£29.99	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1-4

Like Mario Kart on the piste, but nowhere near as good as 1080°!

Star Wars: Episode 1 Racer — 95%

PUBLISHER	NINTENDO/THE	SAVE	BATTERY B-UP
DEVELOPER	LUCASARTS	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

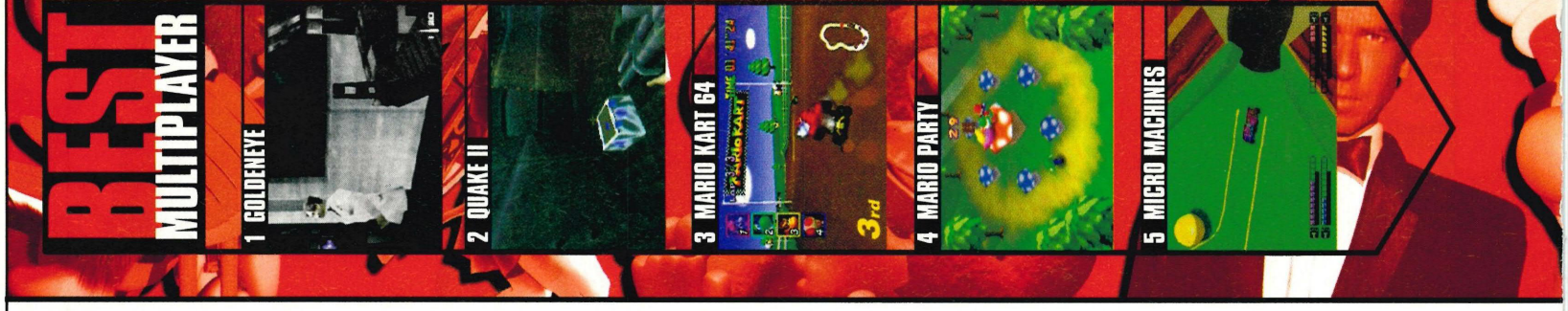
Star Wars: Episode 1 Racer is the greatest racing game on any machine ever. It's fast, it's beautiful, it plays like a dream, and if that's not enough, it's got the Star Wars license. Feel the force etc etc.

Super Bowling — 55%

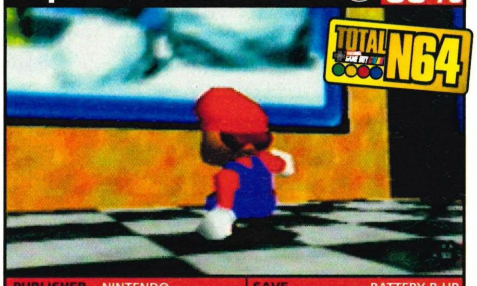
PUBLISHER	ATHENA	SAVE	MEMORY PAK
DEVELOPER	SHE SOFT	RUMBLE PAK	YES
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-4

As enjoyable as a bowling game could be. Which isn't much...

BEST MULTIPLAYER



Super Mario 64 — 95%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Super Mario 64 is possibly the absolute pinnacle of videogame mountain. A stunning adventure from start to finish which provides surprises all the way and impresses constantly despite its age.

Tetrisphere — 79%

PUBLISHER	NINTENDO	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-2

An interesting and difficult puzzle game that doesn't re-define the genre.

Top Gear Overdrive — 85%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	SNOWBLIND	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	YES
GENRE	RACER	PLAYERS	1-4

Similar racer to Beetle Adventure Racing, but nowhere near as good.

Top Gear Rally — 83%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	BOSS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1-2

Great rally game that is let down by an absence of levels. Check it out.

Triple Play 2000 — 79%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BASEBALL	PLAYERS	1-2

Decent enough baseball simulation, but not as good as ASB 2000.

Tsunami — 81%

PUBLISHER	KONAMI	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

Brilliant puyo puyo style puzzler that is brimming with madcap nip jokes.

Turok: Dinosaur Hunter — 83%

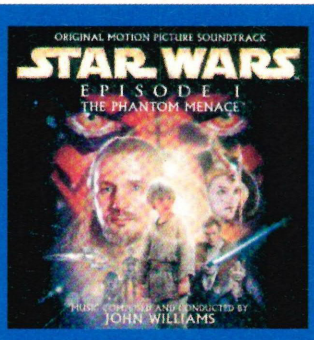
PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1

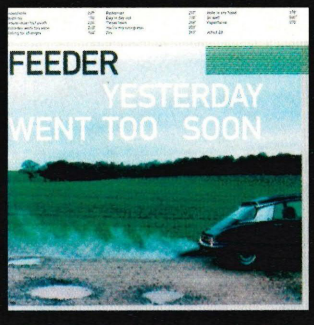
A little dated now, but a top-notch shooter in its own right.

ON THE DECKS... *The music that keeps us sane in the office!*

JOHN WILLIAMS
Music From Star Wars – The Phantom Menace

Not an easy task, making a film soundtrack to match (or even top) the scores to the original trilogy, but it looks like the boy Williams may have done it, with a rousing orchestral soundscape that fits the mood of the superb film brilliantly. The choral 'Duel Of The Fates' is enough reason to buy this record alone. A must for fans of Star Wars, or just great music.



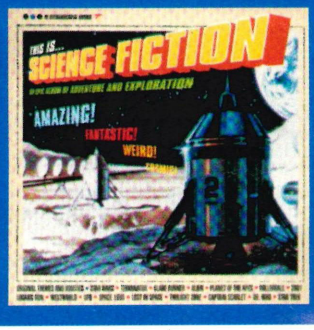


FEEDER
Yesterday Went Too Soon

Feeder's 'Polythene' opus was one of the best reasons to be alive in 1997, and this new record sees them easing off the gas a bit and exploring new musical territory. The trademark schizoid thrash-pop is still in attendance, but it's now interspersed with insidiously catchy, laid-back ballads and quirky pop numbers. Fantastic.

VARIOUS ARTISTS
This Is Sci-Fi

A brilliant assortment of theme tunes from sci-fi TV and film favourites old and new. Coming on two discs, it encompasses the rock/dance of Apollo 440's 'Lost In Space', the orchestral themes from Star Wars and Star Trek, and the industrial stomp of Terminator 2. It's even got the superb Dr. Who theme. A great album that's a must for all of you who go to Dalek conventions or speak Klingon fluently.



Turok 2: Seeds Of Evil — 92%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

Not as good as *Goldeneye*, but it's a significantly different game and the leader in its field. Stunning hi-res graphics and an olympic swimming pool filled with blood make this a must-have title.

Twisted Edge: Snowboarding — 65%

PUBLISHER	KEMCO	SAVE	NO
DEVELOPER	BOSS GAME STUDIOS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1

Tries to beat 1080° at it's own game. Ooops, this is a very bad idea.

V-Rally '99 Edition — 86%

PUBLISHER	INFOGRAMES	SAVE	BATTERY B-UP
DEVELOPER	EDEN	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1

This is not as playable as the Playstation version, but good fun anyway!

Vigilante 8 — 85%

PUBLISHER	ACTIVISION	SAVE	MEMORY PAK
DEVELOPER	LUXOFLUX	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING / SHOOTING	PLAYERS	1-4

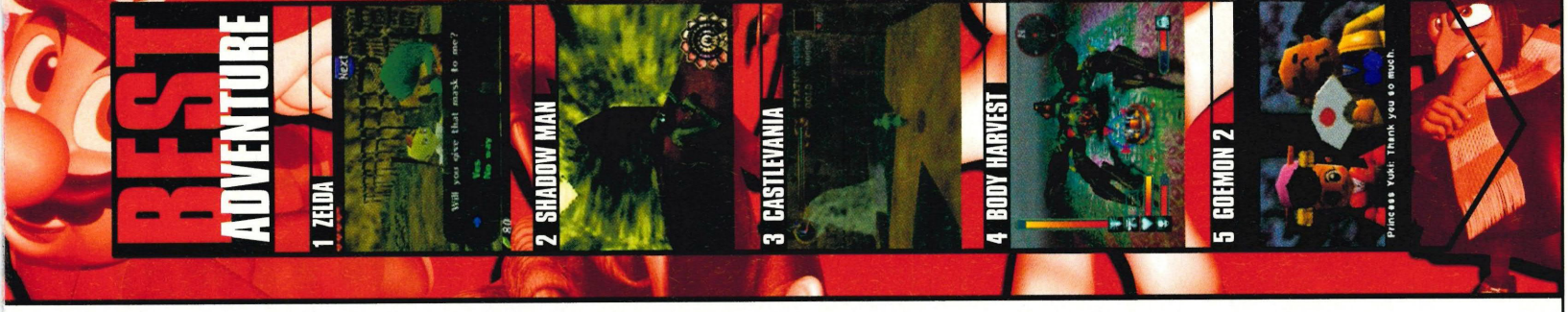
Great car-based shoot 'em-up with seventies cool stamped all over it.

Virtual Chess — 65%

PUBLISHER	TITUS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	CHESS SIMULATION	PLAYERS	1-4

Buy a chess board, get a friend and do it properly. Or get Zelda...

BEST ADVENTURE



VR Pool 64 — 84%

PUBLISHER	INTERPLAY	SAVE	MEMORY PAK
DEVELOPER	CELERIS	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	POOL SIMULATION	PLAYERS	1-2

A little pointless maybe, but the best pool simulation you'll find anywhere.

Wipeout 64 — 93%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	PSYGNOSIS	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Great graphics, speed and a perfectly judged challenge for all players.

WWF Warzone — 90%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	WRESTLING	PLAYERS	1-4

Great looking and hilarious beat 'em-up with all the big WWF stars.

Waialae Golf — 65%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	GOLF SIMULATION	PLAYERS	1-4

A good enough representation of the sport, but who gives a damn?

World Cup '98 — 86%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	EA SPORTS	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-2

Not bad, but there are a couple of far better football titles out there.

Yoshi's Story — 84%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

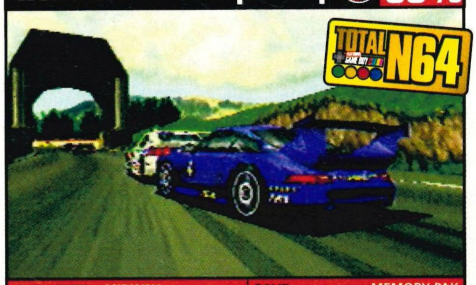
Not as good as the Snes version but a great little platformer for kiddies.

War Gods — 65%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	GOLF SIMULATION	PLAYERS	1-4

Yet another N64 neat 'em-up that needs to be thrown on the pile.

World Driver Championship — 93%



PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	BOSS GAME STUDIOS	RUMBLE PAK	YES
PRICE	£50.00	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1-2

At last we have a game that puts an end to the belief that the N64 "can't do driving games". The handling is superb, the graphics are beautiful and the whole thing offers buckets of challenge.

Zelda: Ocarina Of Time — 95%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	ADVENTURE	PLAYERS	1

An absolutely unmissable adventure that no N64 owner should ever be without. Sprawling landscapes that take weeks to explore, hideous brain churning puzzles and the best bosses ever seen. Truly superb.

Wayne Gretzski's 3D Hockey — 81%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	HOCKEY SIMULATION	PLAYERS	1-4

Hey Canadians, your country's inhabited by mooses and it's too cold.

W Gretzski's 3D Hockey '98 — 82%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£44.99	EXPANSION PAK	NO
GENRE	HOCKEY SIMULATION	PLAYERS	1-4

And you gave us grief-monger Alanis Morissette too. Thanks a lot.

WCW Nitro — 39%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	WRESTLING	PLAYERS	1-4

Extremely poor follow-up to *WCW vs NWO Revenge*. Extremely poor...

WCW Vs NWO: World Tour — 86%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	ASMIK	RUMBLE PAK	YES
PRICE	£54.99	EXPANSION PAK	NO
GENRE	WRESTLING	PLAYERS	1-4

Proficient wrestling sim that now looks dated compared to its sequel.

WCW Vs NWO: Revenge — 91%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	ASMIK	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	WRESTLING	PLAYERS	1-4

Simply the best wrestling game that you can own, better than *Warzone*.

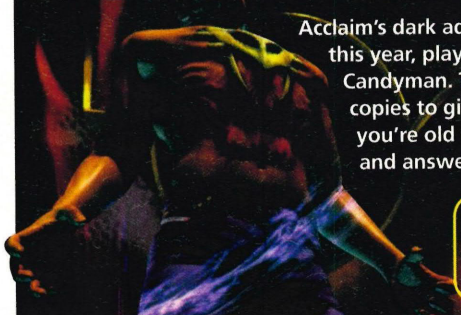
Wetrix — 83%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	ZED TWO	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-2

If you like puzzlers you won't go wrong with this watery tetris variation.

COMPETITION — WIN! WIN! WIN! WIN! WIN!

SHADOW MAN GIVEAWAY!



Acclaim's dark adventure is one of the best games we've seen this year, playing like *Zelda* and looking like the movie Candyman. Those nice fellas at Acclaim have given us five copies to give away! You have to be fifteen to enter, so, if you're old enough, cut out this part of the mag, tick the box and answer the following question:

What does Shadow Man use to travel between Liveside and Deadside?

My answer is .....

Name .....

Address .....

.....

Postcode .....

☐ I AM 15 YEARS OLD (please tick)

Send answers to: 'Oi! I'm not dead yet!', Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

Please read the following carefully:
By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Rapide Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into. The closing date for receipt of entries is 1st October 1999 and the winner will be sent their prize as soon as possible after this date.

IN NEXT MONTH'S ENTHRALLING ISSUE OF TOTAL N64 FEATURING GAME BOY COLOR

FREE! TOP-SECRET GIFT

Remember our free CD? We can't top that, can we? Wrong! Our top-secret free gift to you is our best ever...Guaranteed!

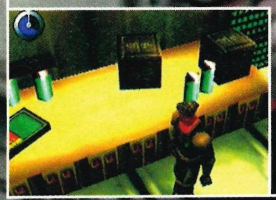
FEATURE! DESTRUCTION DERBY 64

All the thrills, spills and high-octane explosions of this stunning contender for driving game of the year!

REVIEW! RAYMAN 2

Surely no-one other than Miyamoto himself can top *Mario 64*. That's what we thought until we played this stunning Ubisoft title!

REVIEW! HYBRID HEAVEN



Will this highly awaited title from Konami live up to the hype? Is it manna from heaven or should it be consigned to hell?

REVIEW! CARMAGGEDON

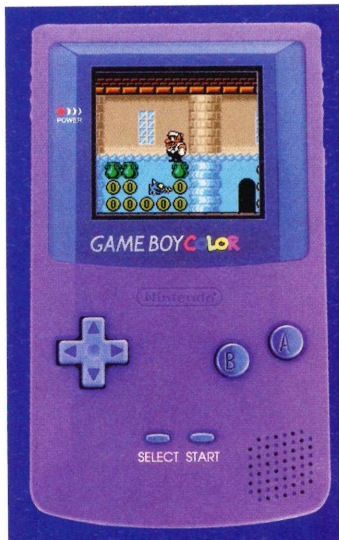
Blood, guts and dumper trucks rule supreme in this zombie-squashing, road-rage advertisement! Pedal to the metal!

All contents of magazine are subject to change.

ISSUE 32 ON SALE: 30TH SEPTEMBER 1999

BOYZONE

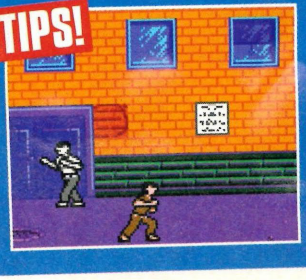
The Game Boy Color Magazine



NEWS!

REVIEWS!

TIPS!



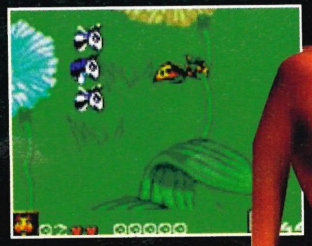
BIG REVIEW!

ANTZ

ISSUE 6

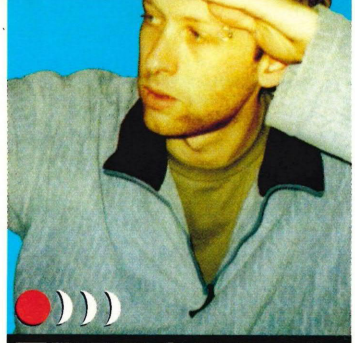
The little heroes of the big screen star in their own game on the world's smallest games machine! Is it pantz? No!

WIN!
15
GAMES TO BE WON!



PLUS! **INFOGRAMES FEATURE**

We check out the GBC games that you won't want to miss!



EDITORIAL

All good things must come to an end... Quantum Leap, vinyl records, Faith No More and now my tenure at the helm of Boyzone.

Nevertheless, we've improved upon it once again to make sure we will continue to bring you the best Game Boy Color guide in the world.

I'll leave it in good hands, so don't worry - next month you'll have a new catalogue pose photo to look at, but one thing will remain the same - Boyzone will still bring you pocket fiddlers all of the info you crave. See ya!

Jon
Editor – Boyzone

BOYZONE NEWS

SMALL SCREEN BIG PICTURE

NEWS

THE BATTLE OF CAPCOM 1942

When Capcom's *1942* flew into the arcades back in 1984, it was an immensely popular spin on the one-man-against-a-whole-army premise. Now Capcom have decided to revisit their classic shoot-'em-up based on WWII with a Game Boy conversion.

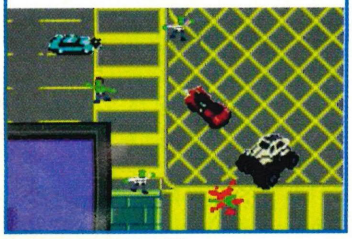
Although it seems a little crude compared to more modern releases, the challenge of trying to battle your way through 32 levels of fighter planes is highly addictive. The only chance you have is to pick up the power-ups; as this increased fire power, it's the only chance you will have against the end-of-level bosses. To help you further, you also have three panic-button manoeuvres at your disposal, so you can barrel-roll out of trouble. Although it's still in production, you will be able to alternate with a friend on a two-player option, and it will have a password save.

Due out this winter, *1942* should prove to be as popular now as it was in the 80s.

NEWS

CARMA-GAME BOY!

SCI are all set to bring their controversial Carmageddon franchise to the Game Boy Color. Zombies are walking the streets and you have to mash them up with your motor! More news on this exciting title soon...

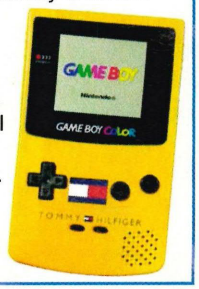


NEWS

HYBRID-HANDHELD

LIMITED EDITION TOMMY HILFIGER GAME BOY COLOR

Just as we thought shocks and surprises were a thing of the past, the GBC involves itself in a move that could shake up the whole industry and how we perceive videogames. Infamous fashion guru Tommy Hilfiger is putting his name too, and designing, Game Boy Colors. The bright, yellow handhelds will sport the Hilfiger logo and will be on sale in America in late July. Sadly they're only available in the States at present, but we are optimistic of a European release.



THROTTLE THIS MANIAC MOTOCROSS MANIACS 2

If you cast your mind back to the Game Boy's early days, you may recall *Motocross Madness*. Well, now Konami are unleashing a Game Boy Colour sequel to the motocross action game. Featuring all the racing elements which proved a success with *Excitebike*, this side-scrolling racer allows you to roar over ten courses of hills and jumps, avoiding obstacles and collecting nitros to boost you to the front of the pack. In addition, there are also a number of options available which are unique. In Ghost Mode you can see your previous lap as a transparent rider and race against yourself, and the game also allows you to design your own tracks, so you can race over your own creations. The link-cable option also means that you will be able to take on a friend. Konami are hoping to have *MM2* out by this September, so prepare your throttle finger!

GALLAGHER & KENSIT?

BEAUTY AND THE BEAST: A BOARD GAME ADVENTURE

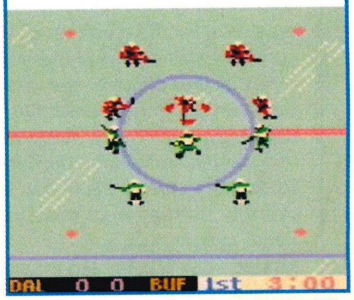
With Disney's Tarzan just around the corner, it is with a certain degree of amazement that *Beauty and the Beast: A Board Game Adventure* has sneaked into the picture somewhat unnoticed. The classic animated feature length movie from Disney starred some endearing characters and told a tragic yet romantic story about inner beauty and looking beneath the surface of things. Telling such a warming moralistic tale earned the story a Disney makeover, and now a GBC title.

The GBC title will not be a direct representation of the film, though. True enough, the characters will all feature, but as the title suggests, do not expect to be sucked into a full RPG adventure. The game, which can play host to one to four players, will be an electronic board game simulation where dice rolling determines your progress. Sub-games and Beauty and the Beast trivia will form part of the game structure, which we should be seeing before the end of the year.

N'ICE ONE SON, NHL 2000

EA Sports has had a virtual monopoly on hockey sims across all the consoles for one reason: they are simply magic to play. Now, *NHL 2000* offers owners of the Game Boy Colour their first opportunity to slap on their skates.

This version is based on the Megadrive design. With its 2D, overhead scrolling perspective, six game modes, 45 teams available, and all the usual highlights such as the inevitable rucks on the ice, it is packed with the elements which made *NHL* so popular on other formats. The game also features a password option to let you continue a season or play-off in progress. The only major disappointment is the lack of a two-player option, which was dropped by the developers to avoid compromising the speed. However, whether this scaled down version can live up to its bigger brothers remains to be seen.



CAFÉ AU LAIT

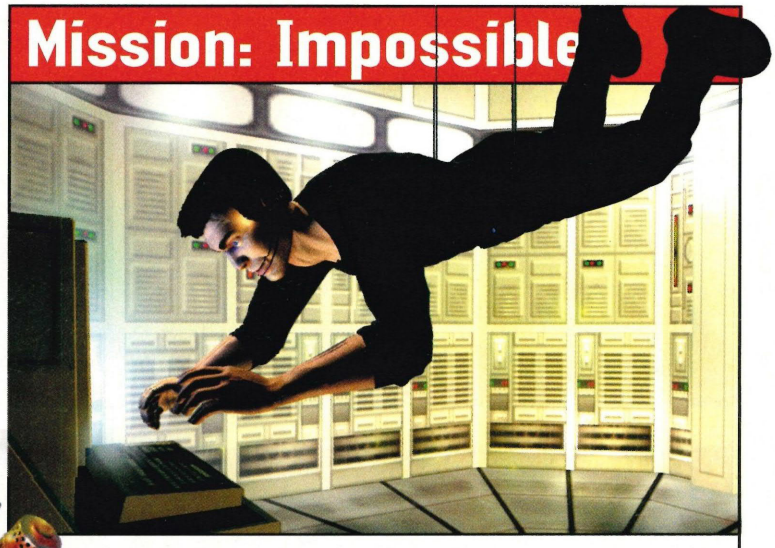
Infogrames show their intent

It is unlikely that any games publisher has entertained such substantial success in the industry as the French based company Infogrames have in the past twelve months. After making near phenomenal strides and acquiring some reputable companies en route – most notably Gremlin and Accolade – the software giants are now striving to consolidate their position at the summit of the industry by securing the Game Boy Color market as well. With a considerable number of titles currently in the pipeline and some immense licences to accompany them, the prospect of Infogrames attaining a dominant role in the GCB sector is far from a pipe dream. Total N64 has travelled the dimensions of time to bring you the lowdown on some of these titles, as well as an exclusive review of the GBC title *Antz* - the small screen adaptation of the blockbuster movie.

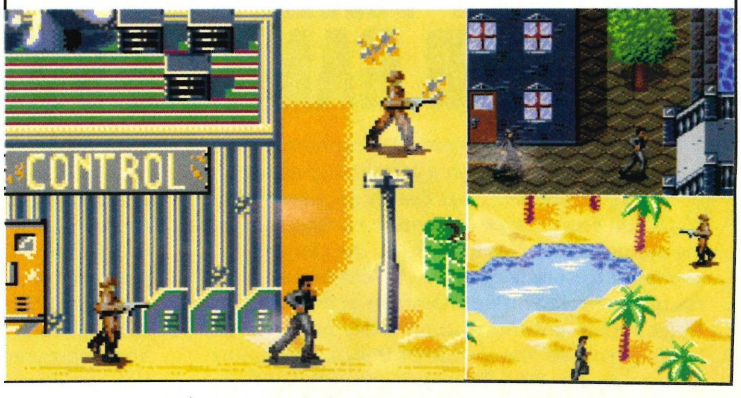
Worms

In yet another bizarre twist of fate, the one time PlayStation phenomena is now nearing its conclusion, and in its swansong it is performing on the Game Boy Color stage. *Worms Armageddon* draws the curtain on this popular turn-based action simulator and finally sees the Nintendo community sharing in the wiggly delights. Retaining the traditional fun elements of the original and some odd-looking weapons, the final edition of *Worms* looks set to be every bit the comedy extravaganza it has always been. The GBC will provide the essential two player mode, players alternating between goes, with (as always) the main objective being the total destruction of your opponent and all they stand for. The last worm standing is deemed the winner, and it should offer some entertaining handheld action for all members of the family. If you're either a fan of the original *Worms* or just a fan of them in general, you should definitely be keeping your eyes open towards the end of November when it's released. We'll keep you informed of *Worms'* development.

Mission: Impossible



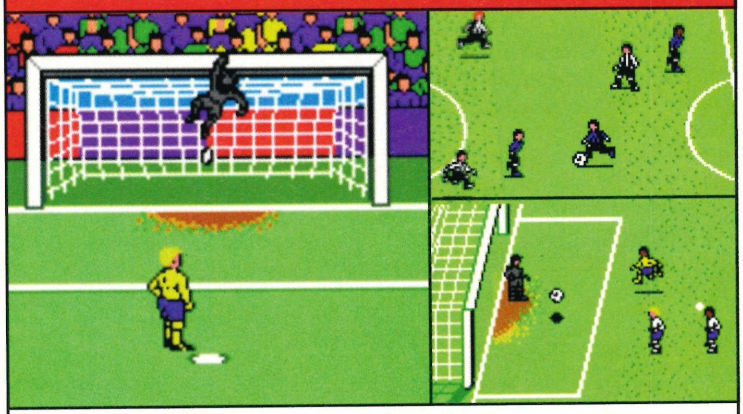
The original *Mission: Impossible* on the N64 was quite a large piece of kit, and porting it to the GBC could well have made for the most apt game title in history. Infogrames have stood by their ambitions, though, and we will be seeing the 'Tom Cruise-inspired' title by the end of September. The GBC version will offer a fine blend of action and arcade adventure, and will feature no less than twelve missions and the official game Mission: Impossible movie. You will no doubt be aware that you play the role of IMF agent Ethan Hunt, and you have to use your cunning and guile to complete a series of quite literally impossible missions. Taking into consideration the obvious limitations of the Game Boy Color, the ambitious project is already looking inspired. Graphically, it is up there with the current crop of prospective triple-A GBC titles, and could well prove more popular than its N64 brethren.



Looney Tunes

As we await the arrival of the toontastic software revolution, Infogrames have announced plans to port their favourable Looney Tunes title to the Game Boy Color. Featuring almost every Looney Toon character one could imagine, from the delectable Daffy Duck to the biting Bugs Bunny, the aptly titled *Looney Toons* will endeavour to provide a varied selection of game levels and introduce you to their energetic and comedic style. Each level boasts a variety of different activities, including swimming and shooting, and with it each of the characters will be assigned movements and animation specific to their Toon Town behaviour. Characters will include favourites such as Tweety, Porky, Road Runner, and TN64's personal favourite, Wily Coyote. *Looney Tunes* will be making its way to the portable screen towards the end of September, so expect a full review in our next issue.

Ronaldo V-Soccer



To confirm their status as one of the Game Boy Color's premier providers of software, Infogrames have announced plans to produce software based on one of the most exciting licences yet witnessed on the GBC. The Brazilian national team, and particularly Ronaldo, have signed a deal to make the French publishers the envy of the industry. With a Brazilian football game set for release towards the end of the year on the home console formats, the GBC gets caught up in the samba festivities with their very own *Ronaldo V-Soccer*, set for release towards the end of November. Details aren't that clear as to the way the game will play, but the full Italian Serie A league will feature prominently (obviously, with Inter being Ronaldo's home club), as will the Brazilian national team. A two player link-up mode is also planned, as are a useful array of moves and game options. The only real competitor to Ronaldo on the GBC at present is *ISS '99*, and that failed to inspire the office when it arrived. So, things are looking decidedly rosy for the 'Goofy One' on the eve of his software debut, and rest assured we will keep you posted with any further details.

WIN!

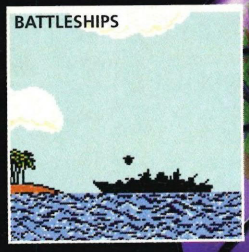
15 GAMES UP FOR GRABS!

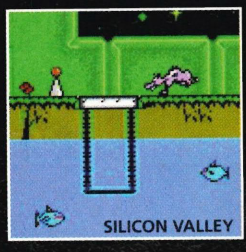
Yes, that's right! Total N64 has teamed up with Take 2 Interactive to bring you the chance to get your hands on copies of the superb *Battleships*, *3 Lions* and *Silicon Valley*! The classic *Battleships* was awarded 5 Stars in issue 2 of Boyzone, and while the other two will not be reviewed until next month, we've played them and we think they're great! *3 Lions* could well be the best football game on the Game Boy Color, and *Silicon Valley*, which is great on the N64, is also looking very promising!

All you have to do to blag yourself a copy is answer the following question:

Lions are part of which category of animal?

A. Invertebrates
B. Arachnids
C. Felines





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Send you answer, with your preferred choice of the three games, to:
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BOYZONE REVIEWS

THE BIGGEST GAMES FOR THE SMALLEST CONSOLE!

REVIEW

PUBLISHER: INFOGRAMES DEVELOPER: IN-HOUSE PRICE: £24.99

ANTZ

Movie spin-offs – don't you just love 'em? The Game Boy Color seems to have its fair share of these little chestnuts, and thus far none have appeared to perform at a standard we find acceptable to the serious GBC gamesplayer. We've had the godawful *Men In Black* and its extremely limited playing experience, and then more recently Disney's *A Bug's Life*. The latter was a more acceptable movie conversion with you playing the role of bug, Flik, in a horizontal scrolling adventure set in a miniature world. However, it still had too many shortcomings and made for a very average gaming experience.

Looking very similar to the aforementioned title, *Antz* is again a side-scrolling platform adventure with a miniature hero. Based on the movie of the same name, this time you play the role of an ant oddly called Z. He is a humble worker ant that feigns a position as a soldier ant to rescue the kidnapped princess Bala – life as a six-legged bug is never an easy task in pesticidal 90s! The Infogrames title features a whopping 19 levels of miniature mayhem featuring some outrageous hazards and obstacles including a shoe, rain, and the terrifying sun-drenched magnifying glass. They don't sound too threatening, but if you were an ant they would be more than a fair size if you think about it. Overall, the game plays slightly better than the Disney game and makes for a more compelling experience. September will see the *Antz* arrival. **Lee**

Life as a six-legged bug is never easy in the pesticidal 90s!

Surely ants just climb up vertical walls? They don't have to worry about finding handt little vines to shimmy up!

RATING

A Bug's Life was the better film, but *Antz* is the better game.

BOYZONE 4

REVIEW

PUBLISHER: NINTENDO DEVELOPER: VIDEOSYSTEM PRICE: £24.99

F-1 WORLD GRAND PRIX

The popular racing simulation has attained immense popularity within the N64 community, offering an exciting blend of realistic driving and authentic Grand Prix racing. Featuring every competitor and detailed circuits that feature in the championship itself, it has long been touted as the ultimate N64 driving simulator. Now, on the back of the release of the N64's sequel to this top-notch racer, the Game Boy Colour is getting its own rendition of Paradigm's triple-A title. Apart from the obvious graphical discrepancies, the handheld version bravely strives to emulate its big brother as best it can. It harbours every driver and even draws their faces in the GBC's very own limited style. Remarkably, every circuit makes it in to the game as well. Sadly, however, the gameplay doesn't quite live up to the standards we have become used to, and, disappointingly, doesn't really make its mark as a solid GBC title either. The action is sluggish, the music is horrendous (reminiscent of an old Spectrum game), and the overall quality of the title is dragged back as a result. One for the die-hard F-1 fan only. **Lee**

The action is sluggish, the music is horrendous...

RATING

Far from the giddy heights of the super N64 version. Avoid.

BOYZONE 2

Like the N64 version, the game features all of the real teams you'd associate with the F1 series in real-life!

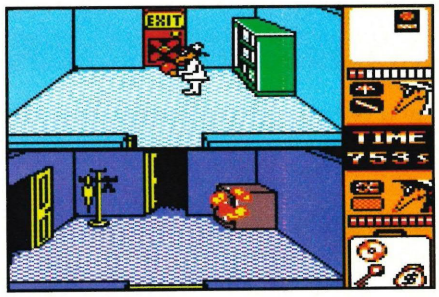
REVIEW

PUB: KEMCO DEV: IN-HOUSE PRICE: £24.99

SPY VS SPY

Spy vs. Spy sees you playing the role of one of two spies. The aim is to search environments for certain objects and escape before the other spy. It sounds like an average concept, but it's not! Not only have you got to find the objects, you can help to hinder the progress of your opponent by laying a few traps along the way. Bucket of water over the door, anybody? How about a bomb in a filing cabinet? These comedic incidents endear you to the action and keep the game flowing nicely – it's sometimes easy to just forget the main purpose of the game in favour of laying traps for your opponent. Still, a right good game for the petite machine. **Lee**

Bucket of water over the door, anybody?



RATING

Great fun, especially when you've got a mate and a link-up cable!

BOYZONE 4

It's very gratifying when the other spy stumbles into one of your lovingly crafted surprises!

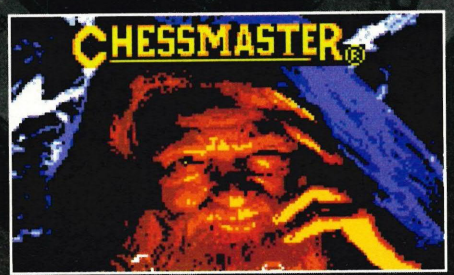
REVIEW

PUBLISHER: MINDSCAPE DEVELOPER: IN-HOUSE PRICE: £24.99

CHESSMASTER

Chess: a sophisticated game. Computerised chess: a sophisticated game for people who have no friends. Still, if you happen to be one of these people then you may well find yourself interested in *Chessmaster* . It's another run-of-the-mill chess game, with the added bonus that should you have a friend/acquaintance/hostage, they can link-up with your GBC and challenge you to a game. Or, if you're totally alone, or feel like cutting yourself off from the outside world, then the computer will certainly give you a run for your money. It won't give Gary Kasparov many sleepless nights, but your average Joe Schmo will find it quite testing. And when all the excitement is over... you can enjoy the thrills and spills all over again with the replay option. If you fancy a game of chess and can't be bothered to buy the real thing, then *Chessmaster* is probably as good as it gets. **Neil**

Your average joe schmoe will find it quite testing...



Look. A chess board. Not the most exciting of game scenarios for a new title on the world's greatest hand-held console.

RATING

Not bad, but you do have to wonder what on Earth the point is.

BOYZONE 2

REVIEW

PUBLISHER: IREM DEVELOPER: IREM PRICE: £24.99

R-TYPE DX

R-Type has proved to be a stalwart of the shoot-'em-up genre. It was hugely popular with kids and their ten-pence pieces in the arcades of the 80s, and made a successful transition to the graphically-challenged home computers of the same decade. It then spawned a sequel, and recently wowed owners of the PlayStation. Now it's being unleashed on the GBC, and the arcade classic again proves there's no keeping a good game down.

R-Type DX combines both the original game and its sequel to create a definitive blaster for the Game Boy Color. All the favourite fiends are still in abundance from the originals, as well as some particularly putrid-looking boss monsters for the new game. The gameplay is as frustratingly addictive as ever, and it looks clear and colourful. If you're going to play this on the train or bus, make sure someone's there to tell you when it's your stop. **Neil**

The gameplay is as frustratingly addictive as ever, and it looks clear and colourful.

Big, metallic, lots of tubes, and it takes the p*ss – the end of level one boss, not a kidney dialysis machine.

RATING

The best shoot 'em-up on the Game Boy Color. A superb conversion.

BOYZONE 5 GOLD

REVIEW

PUBLISHER: VIRGIN INTERACTIVE DEVELOPER: IMAGINEER PRICE: £24.99

HARVEST MOON

We had a slight inclination the Japanese were a little eccentric, perhaps a tad nutty in parts. We have witnessed their abstract, creative minds overseeing such barmy projects as putting plants in vending machines and inventing virtual pets for those who just don't have the time for the real thing. Well, the nation's passion for the obscure and unconventional has spread over to the videogame sector and, particularly, to the Game Boy Color.

Harvest Moon gives you the opportunity to be a farmer. There are no aliens to shoot, cars to race or footballs to kick... just farming. You create a character and make him live on a ranch. You sew seeds, grow crops, build fences, buy supplies and generally manage your farm – you even have a dog that continually needs feeding and letting out. You wake up, have breakfast, have dinner, and go to bed. There isn't really anything else to comment on. It's totally bonkers. **Lee**

RATING

Very different to the average fare, but thoroughly addictive.

BOYZONE 4

There are no aliens to shoot... just farming.

You have quite a well-furnished living area, complete with a working TV!

The overall look of the game is very similar to that of *The Legend Of Zelda: Link's Awakening DX* on the Game Boy Color. Which is nice.

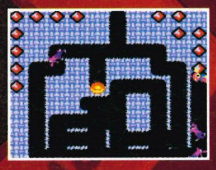
REVIEW

PUBLISHER: VIRGIN INTERACTIVE DEVELOPER: IMAGINEER PRICE: £24.99

HOLY MAGIC CENTURY

The Game Boy and GBC have proved to be the perfect format for rehashing old classics. With *Pac Man* soon to be resurrected for the GBC, Virgin Interactive have decided to re-release his old arcade adversary *Pengu*, cunningly disguised as a new title named *Holy Magic Century*. Although there is absolutely nothing wrong with breathing new life into old games, you can't help but feel that it really reflects a lack of imagination on the part of the developers. But, as you would expect, *Holy Magic Century* is certainly playable. The basic premise is that you storm around the screen, opening chests to reveal helpful booty while collecting diamonds and avoiding/squashing/shooting all kinds of nasty beasties. Sound familiar? At the end of the day *Holy Magic Century* isn't a bad game, and you'll probably get a lot of entertainment out of it, but there are many more imaginative games on the market than this. **Neil**

There are many more imaginative titles on the market than this.



RATING

Not bad, but there are far more entertaining ways to spend your cash.

BOYZONE 3

It brings a tear to the eye when the hero dies and a halo appears over his body. That frog has a lot to answer for.

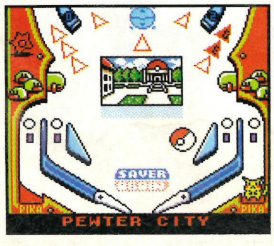
REVIEW

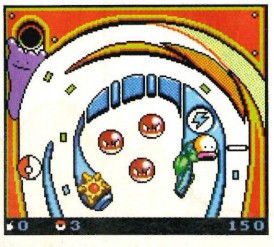
PUBLISHER: NINTENDO DEVELOPER: NINTENDO PRICE: £24.99

POKÉMON PINBALL

Pinball games, almost without exception, suck. As recently as last March, the GBC had to suffer *Hollywood Pinball*, and now another pinball simulation hits the Game Boy. However, this time they have a secret weapon: Pokémon. Those strange little fellas are ready to explode into the public consciousness in the UK, and so Nintendo are ready to cash-in by flogging a tie-in. Essentially, it's your run-of-the-mill pinball game, with the added incentive that if you hit the ball in the right caves, you can capture your very own Pokémon. And, of course, what do Pokémon make? Points! All the usual elements are here, and although it's nothing special, it does play smoothly. If you like pinball games, you'll love it. Even if you don't like them, you may yet find yourself buying this game when you succumb to the irresistible charms of Pokémon. Resistance may prove futile. **Neil**

Although it's nothing special, it does play smoothly.





RATING

As far as Game Boy pinball games go, this is as good as it gets.

BOYZONE 3

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BOYZONE HANDY HINTS

HINT
TUROK 2

INFINITE LIVES
For unlimited lives, enter the code: DLVTRKBLVS.

INVINCIBILITY
Type in this code to become invincible: DLVTRKBNRG.

ALL WEAPONS
For giving yourself all the weapons, type in: DLVTRKBWPS.

BIRD MODE
To access the bird mode, type the password: DLVTRKBBRD.

LEVEL PASSWORDS
For access to any levels in the game, enter these codes.
Level 2 DVYLWKVYNL
Level 3 GRYLWKWVNR
Level 4 DRYLSRWVRY
Level 5 GVZLSRWQKZ
Level 6 DVZLSVQKK
Level 7 GRZLBVSQZY
Level 8 DRZLBVSQGG
Level 9 GVYNBVBQGD

LEVEL SELECTOR?
Instead of typing passwords, just enter these code to enable the level selector: DLVTRKBLVL

HINT
MEN IN BLACK

LEVEL PASSWORDS
2: Manhattan 2710
3: Sewer System 1807
4: Aerodrome 0309
5: Rooftops 2705
6: Woods 3107

FLYING
Enter the password 0601. An error message will appear. Press START and this will take you back to the command centre screen.

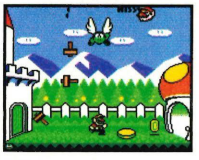
Start playing the game. While standing still, press and hold SELECT + UP to fly. While in the air, press LEFT or RIGHT to move and press DOWN or SELECT to land.

STAGE SKIP
Enter the password 2409 then start a new game. To skip to the next stage, pause the game and press SELECT.

END OF GAME
To see the end FMV sequence, enter the password 1943.

HINT
GAME & WATCH GALLERY 2

OPEN THE MUSEUM
Ten power stars are required to open the museum. This means you will need a massive 1000 points in a game.



UNLOCK HIDDEN "BALL" GAME
Earn yourself fifteen stars and you will have the opportunity of accessing the hidden ball game. You will need to get 200 points in a game to earn each star, though.

UNLOCK SOUNDSTATION
To unlock the soundstation you will have to collect six stars and then wait for Toadstool to order you to use them.

RESET CARTRIDGE MEMORY
To completely reset the memory of the cartridge, go to the main screen and press Up, Up, Down, Down, Left, Left, Right, Right.

BARREL TRICK
Avoid barrels easily with careful planning in advance. Stand directly under a pipe and jump up. If done correctly you will exit without harm.

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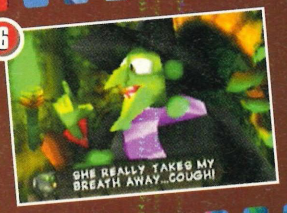
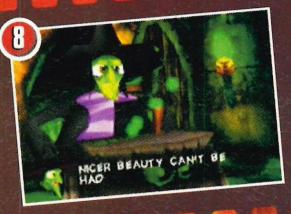
PICTURE HOUSE

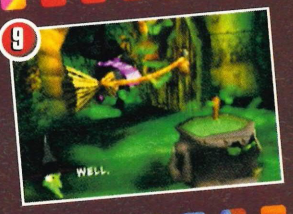
The N64 is home to some of the greatest movies in cinematic history, and every month we're going to show you the best of them. In the dawn of a new platform hero, Rayman, we want to play tribute to Banjo and Kazooie, the two (or one?) platform heroes who currently rule the roost with one of the best opening cut scenes in any N64 game.

This month: BANJO-KAZOOIE

Thunder and lightning fills the air, and a putrid green smog hangs over Gruntilda's lair, fetid clouds rotting in the sky. The camera enters Grunty's hideous abode, and we find the witch stirring her cauldron...

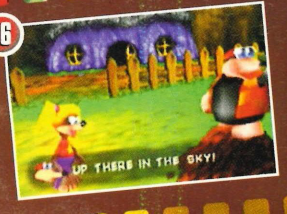


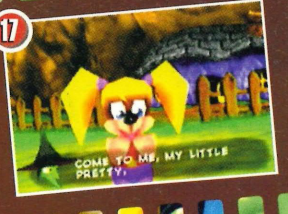


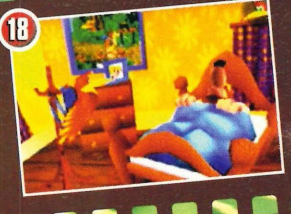


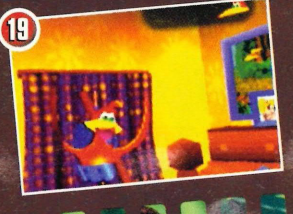
In a scene reminiscent of Snow White, Grunty asks who is the prettiest person in all the land, and she is shocked when she finds it is not her, but a likkle bear called Tooty, who's skipping through the fields below...

Tooty talks to her friend Bottles while Banjo is asleep. Kazooie is becoming restless, wanting an adventure. Grunty takes to the air on her ever-faithful broomstick and speeds towards her prey...









Bottles spots something in the sky, as Grunty swoops down and abducts Tooty! Kazooie is alerted to the danger and awakes Banjo. At least she's now going to get the adventure she wanted!

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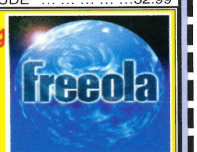

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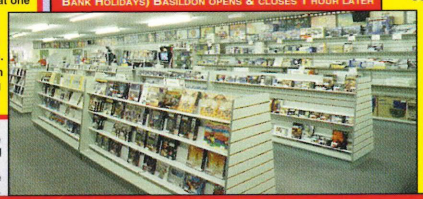

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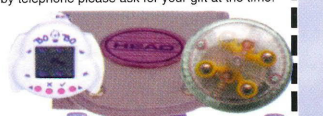

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